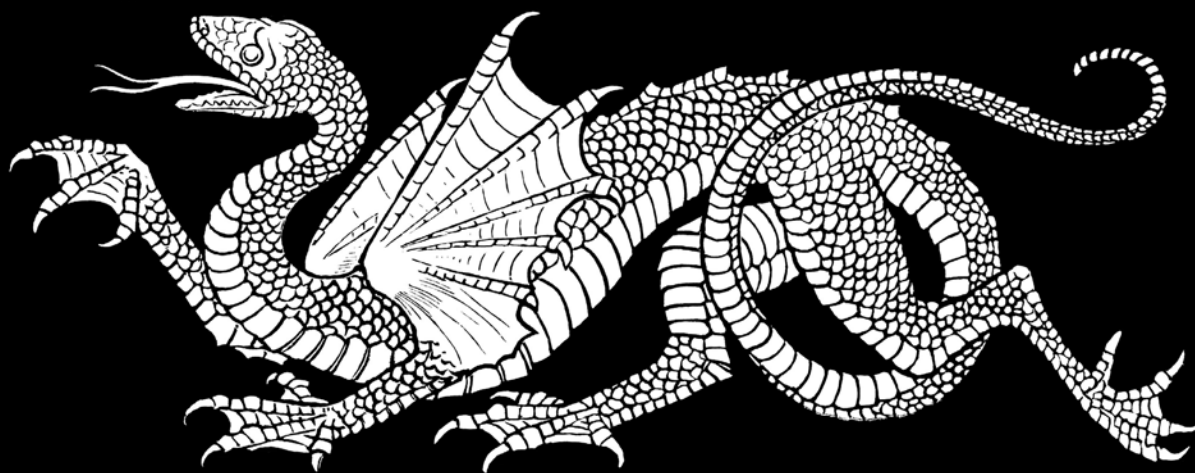


DUNGEONS & DRAGONS®

Bestiary of Faerûn

Monsters of the Forgotten Realms™ Campaign Setting
for use with Dungeons & Dragons™ 5th Edition Rules
by Leonaru



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WELCOME TO THE FORGOTTEN REALMS

Welcome to the *Bestiary of Faerûn*. This book contains more than a hundred monsters of all types, sizes and challenge ratings from the *Forgotten Realms™* campaign setting for use with the *Dungeons & Dragons™* 5th Edition Rules. The new monsters and templates here follow the same rules as those presented in the *Dungeons & Dragons Monster Manual™*. With this book, there will be no shortage of monsters in any of your campaigns!

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ALPHABETICAL LISTING OF MONSTERS

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ABALLIN

Aballin, also known as the "living water", is a liquid creature that drowns and consumes those who come too close to it. Most aballin disguise themselves as cavern pools, but some have made a ruin their home and pretend to be a fountain or small pond. The aballin is sometimes mistaken for a creature from the Elemental Plane of Water. Its body does not consist of water, though, but is instead made of a unique acidic substance.

Liquid Predator. In its passive form, the aballin is virtually indistinguishable from a pond of clear water. The only things noticeable about the apparent pond is the complete lack of fish or other living creatures and the presence of coins, rings and other small metal items. Once prey comes near - either to drink or to fetch an item from the pond - the aballin's body becomes gelatinous and it attacks. Once its has drowned its prey, the victim is slowly digested and the aballin disposes of its indigestible equipment; only small metal items remain.

ABALLIN

Large ooze, neutral

Armour Class 13

Hit Points 37 (5d10+10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	9 (-1)	6 (-2)

Damage Immunities poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities blinded, deafened, exhaustion, paralysed, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 2 (700 XP)

Molecular Rearrangement. The aballin can use its action to rearrange the molecular structure of its body and become gelatinous instead of liquid, or the other way around. In its liquid form, the aballin can't be harmed by any attacks that would not affect a normal pool of water. It is also indistinguishable from an actual pond of water. The aballin changes to its liquid form when it dies.

Actions

Pseudopod (Gelatinous Form Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8+3) bludgeoning damage plus 4 (1d8) acid damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the aballin. Until this grapple ends, the target is restrained, the aballin tries to drown it, and the aballin can't constrict another target.

ALAGHI

ALAGHI

Medium humanoid, neutral

Armour Class 13 (natural armour)

Hit Points 78 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	11 (+0)

Skills Stealth +3

Senses passive Perception 11

Languages Sylvan, sometimes Giant or Goblin

Challenge 4 (1,100 XP)

Natural Camouflage. The alaghi has advantage on Dexterity (Stealth) checks while in its natural environment.

Actions

Multiattack. The alaghi makes two slam attacks, or one attack with its slam and one with its handaxe.

Slam. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage.

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

Javelin. *Ranged Weapon Attack.* +3 to hit, range 30/120 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

The alaghis are a race of forest-dwelling humanoids. They are covered in brown or grey fur and are rumoured to be distantly related to the yeti. Alaghi clans and settlements can be found along the Sword Coast, from the Neverwinter Wood to the Forest of Tethir.

Hunter-Gatherers. Most alaghi live in clans as semi-nomadic hunter-gatherers led by the oldest and smartest member of their group. A minority dwells in primitive settlements and lives on what the surrounding area offers. Some alaghis are druids and live in solitude. These hermits are almost always exceptionally intelligent and charismatic.

Dangerous Opportunists. Alaghis are mostly peaceful and only kill what they eat. However, some sedentary communities of alaghis are quite different. They do not hesitate to slay those who travel through their territory and take their belongings to trade them. These alaghis generally mistrust outsiders and are sometimes allied to groups of evil humanoids such as goblins or evil giants.

Stealthy Predators. Despite their size and enormous physical strength, alaghis are very stealthy and blend in well with their natural surroundings. With the exception of druidic alaghis, these humanoids do respect nature, but do not live in harmony with it. They take what they need, which sometimes leads to clashes between alaghi clans and groups of other sylvan races. Alaghis never hesitate to defend themselves and their community. If possible, they ambush their opponents, utilising the camouflage their fur provides them with. Alaghis open a fight with ranged weapons before they engage in close combat, or use ranged weapons while hidden to support their fellow clan members.

ARCH-SHADOW

ARCH-SHADOW

Medium undead, neutral evil

Armour Class 15 (natural armour)

Hit Points 117 (18d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	19 (+4)	14 (+2)	15 (+2)

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

Skills Arcana +9, Deception +7, History +9, Persuasion +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common plus up to three other languages

Challenge 14 (11,500 XP)

Rejuvenation. If it has a receptacle, a destroyed arch-shadow gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the receptacle. If the receptacle is destroyed, the arch-shadow is destroyed permanently.

Many evil wizards and clerics are unwilling to accept the fact that they are mortal and will die one day, and thus take their chances with becoming a lich. Some fail to gather the secret knowledge needed for the ritual to ascend to lichdom, and others die during the ritual itself. Those who survive the process but fail to become a lich end up as arch-shadows. Arch-shadows appear as pale skeletal figures with glowing white pinpoints that serve as eyes, blackened fingernails and white or black hair. Those who look at an undisguised arch-shadow a little longer see its true ghastly form, the withdrawn skin, the crimson that tinges their eyes and the face that's twisted in pain and agony.

Angry Spirits. Some claim that the arch-shadow's distorted facial expression has been caused by the pain of the failed lich transformation and never leaves the arch-shadow's face. No arch-shadow has ever confirmed this. Arch-shadows are highly ambitious and while they are inferior to a lich, they are still formidable spellcasters and dangerous opponents. Arch-shadows absorb the lich force of other creatures. Those who collected enough life force become demi-shades, ascended arch-shadows with ash-grey skin and burning crimson eyes.

Undead Nature. An arch-shadow doesn't require air, food, drink, or sleep.

VARIANT: DEMI-SHADE

An arch-shadow that absorbs enough life energy turns into a demi-shade. A **demi-shade** has a challenge rating of 15 (13,000 XP) and the following additional traits:

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

Turn Resistance. The demi-shade has advantage on saving throws against any effect that turns undead.

Spellcasting. The arch-shadow is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arch-shadow has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *prestidigitation*
1st level (4 slots): *charm person*, *detect magic*, *disguise self*, *shield*
2nd level (3 slots): *detect thoughts*, *misty step*, *scorching ray*, *web*
3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*, *fireball*
4th level (3 slots): *hallucinatory terrain*, *wall of fire*
5th level (3 slots): *cone of cold*, *dominate person*
6th level (1 slot): *create undead*, *wall of ice*
7th level (1 slot): *finger of death*, *prismatic spray*
8th level (1 slot): *dominate monster*
9th level (1 slot): *time stop*

ACTIONS

Cold Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ASPERII

Asperii are magical steeds. They look much like horses, but are always white, grey, or dun, and have the ability to levitate. Asperii are highly prized, but very rare. An asperii rarely allows someone to ride it, but when does, that creature has earned an excellent mount and loyal companion. Asperii live in small herds in remote mountain areas. They often befriend pegasi, but do not mix well with griffons or hippogriffs. Asperii use telepathy and can communicate with all intelligent species.

ASPERII

Large celestial, neutral good

Armour Class 14

Hit Points 45 (6d10+12)

Speed 60 ft., fly 90 ft. (hover)

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

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages all, telepathy 60 ft.

Challenge 2 (450 XP)

ACTIONS

Multitask. The asperii makes two attacks: one with its bite and one with its hooves.

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

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

AURUMVORAX

At first glance, the aurumvorax could be mistaken for a badger or a similar animal, but closer inspection reveals its eight legs, shiny brown fur, silver eyes and copper teeth. Despite its comparably small size, the aurumvorax is a quite dangerous and very territorial. Aurumvorax are fearless beasts and do not hesitate to charge creatures much larger than they are.

Gold Eaters. The aurumvorax, also known as the golden gorger, lives on meat and precious metals, preferably gold. Thus, aurumvorax are found near mines or other sources of metal. An aurumvorax's saliva corrodes metal, but is not as potent as the antenna of a rust monster. Aurumvorax see rust monsters are competition and kill them on sight. Some dwarven clans keep aurumvorax as pets and guards against rust monsters.

Precious Furs. The fur of the aurumvorax is beautiful and highly prized. The fur and the rest of the aurumvorax's body contain a high amount of gold and other metals, which explains the beast's incredible weight. Burning the body will leave the gold behind.

AURUMVORAX

Medium beast, unaligned

Armour Class 18 (natural armour)

Hit Points 75 (10d8+30)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Damage Resistances fire, poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The aurumvorax makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 22 (4d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

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

BAINLIGOR

The bainligor are a race of flightless anthropomorphic bats that live in the upper reaches of the Underdark. Their culture is primitive, and their appearance is considered to be hideous by most other races. Bainligor can speak the common tongue of the Underdark, but their voices are so high-pitched that most other creatures cannot understand them. Bainligor are blind and use echolocation to scan their environment. The oldest members of a bainligor tribe sometimes undergo a strange transformation and become undead. These bainligor either serve as tribal leaders or live a life in solitude, exploring the Underdark.

BAINLIGOR

Medium humanoid, neutral evil

Armour Class 13

Hit Points 16 (3d8+3)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Conditions Immunities blinded

Senses blindsight 120 ft., passive Perception 14

Languages Bainligor, Undercommon

Challenge 1 (200 XP)

Echolocation. The bainligor can't use its blindsight while deafened.

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

Actions

Multiattack. The bainligor makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6+3) slashing damage.

Sonic Boom (recharge 5-6). The bainligor emits a piercing shriek in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are additionally deafened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VARIANT: REVEREND ONE

Some old bainligor undergo a transformation and become undead. A **bainligor reverend one** has a challenge rating of 2 (450 XP). It is undead, takes no poison damage, can't be poisoned and has the following additional ability:

Innate Spellcasting. The reverend one's innate spellcasting ability is Intelligence (spell save DC 11). The reverend one can innately cast the following spells, requiring no components:

At will: *chill touch*, *mage hand*, *poison spray*
1/day each: *disguise self*, *mage armour*, *sleep*

BANEDEAD

Banedeade are undead created by the followers of Bane, the god of fear and tyranny. They appear as withered humans devoid of life and vitality. Their eyes glow red, and one of their hands is always twisted into a hideous claw, symbolising the black hand of Bane. Banedeade appeared first in the Moonsea region during the Time of Troubles, especially in the area around Zhentil Keep.

Undead Fanatics. Despite rumours that the Church of Bane abducts people to turn them into banedeade, banedeade are created from devoted followers of bane. The elaborate ritual needed to create banedeade requires twelve willing fanatics, twenty-four other followers of Bane to offer prayer and a cleric. At the end of the ritual, the banedeade are placed under the control of this cleric. However, banedeade retain their intelligence. In combat, they apply tactics and coordinate one another. Many a warrior has been killed by banedeade because he mistook them for ordinary mindless undead.

Children of a Dead God. It is said that banedeade were originally created to hunt down those who lost their faith in Bane during the Times of Troubles. Due to the fact that Bane supposedly had been destroyed when the banedeade emerged, some say that this breed of undead was not created by Bane, but by Xvim, the alleged Godson of Bane.

Undead Nature. A banedeade doesn't require air, food, drink, or sleep.

BANEDEAD

Medium undead, lawful evil

Armour Class 13 (natural armour)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Fanatic of Bane. When the banedeade is successfully turned, the cleric the banedeade has been created by can attempt to end the effect prematurely. If the cleric uses its action to do so, the turned banedeade is permitted a another Wisdom saving throw with the same DC as the one it initially failed. If this second saving throw is successful, the banedeade is no longer turned.

Actions

Multiattack. The banedeade makes two greatclub attacks using its bite and its claw.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 11 (3d6+1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 8 (2d6+1) necrotic damage, and the target's Dexterity score is reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



BANEGUARD

Baneguards are skeletons animated by clerics to serve as guardians. They are often but not always human and at first glance identical to common animated skeletons. The technique used to create these undead was originally created by a cleric of Bane but has since then spread and is now used by other evil and sometimes neutral clerics too.

Magical Guardians. What sets baneguards apart from common skeletons are their intelligence and their magical abilities. Baneguards have a sense of self-preservation and flee from combat when the odds turn against them and their orders permit it. Baneguards have two magical abilities: They can shift into the Ethereal Plane and back into the Material Plane, and they can create magical darts not unlike those created by the spell *magic missile*.

Undead Servants. Originally limited to clerics of Bane, the technique of baneguard creation has since been taken up by cleric of other deities. Baneguards were especially popular among the cleric of Velsharoon and Xvim, as were direguards. Direguards are stronger baneguards clad in spectral black armour with red flames burning in their eye sockets.

Undead Nature. Baneguards and direguards don't require air, food, drink, or sleep.

BANEGUARD

Medium undead, neutral evil

Armour Class 12 (natural armour)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	10 (+0)	12 (+1)	7 (-2)

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 1 (200 XP)

Actions

Multiattack. The baneguard makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) bludgeoning damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d10+2) slashing damage.

Etherstep (1/Turn). From the next turn on for four turns, the baneguard has a 50% chance to disappear from the Material Plane at the start of its turn and appear on the Ethereal Plane instead. If this happens, the baneguard will return to the Material Plane at the beginning of its turn after that. The baneguard will appear within 10 ft. of the space it vanished from. If no space is available, it appear in the nearest unoccupied space.

Baneguard Missile (Recharge 5-6). The baneguard shoots two magical darts from the tip of its fingers. The darts hit one or two creatures the baneguard can see within a range of 120 feet and deal 3 (1d4+1) force damage each.

DIREGUARD

Medium undead, neutral evil

Armour Class 16 (natural armour)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	7 (-2)

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 2 (450 XP)

Ethersight. The direguard can see invisible objects and creatures.

Actions

Multiattack. The direguard makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (1d10+3) slashing damage.

Etherstep (1/Turn). From the next turn on for four turns, the direguard has a 50% chance to disappear from the Material Plane at the start of its turn and appear on the Ethereal Plane instead. If this happens, the direguard will return to the Material Plane at the beginning of its turn after that. The direguard will appear within 10 ft. of the space it vanished from. If no space is available, it appear in the nearest unoccupied space.

Direguard Missile (Recharge 5-6). The direguard shoots three magical darts from the tip of its fingers. The darts hit one to three creatures the direguard can see within a range of 120 ft and deal 3 (1d4+1) force damage each.

CREATING A BANEGUARD

A cleric who uses an 8th-level spell slot can create two baneguards with *create undead*. Expending an 8th-level spell slot allows for the creation of three baneguards or two direguards. At the DM's discretion, this is only possible for neutral and evil clerics, or only in the *Forgotten Realms* campaign world.

BANELAR

BANELAR

Large monstrosity, lawful evil

Armour Class 15 (natural armour)

Hit Points 75 (10d10+20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	17 (+3)	14 (+2)	16 (+3)

Skills Insight +6, Deception +6

Senses passive Perception 12

Languages Common, Orc

Challenge 5 (1,800 XP)

Amphibious. The banelar can breathe air and water.

Regeneration. The banelar regains 5 hit points at the start of its turn.

Spellcasting. The banelar is a 6th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell

attacks). It does not require material or somatic spell components. The banelar has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *friends*, *mage hand*, *minor illusion*

1st level (4 slots): *colour spray*, *shield*, *sleep*

2nd level (3 slots): *Melf's acid arrow*, *scorching ray*

3rd level (3 slots): *dispel magic*, *fireball*

Actions

Multiattack. The banelar makes one attack with its bite and one with its sting.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target.
Hit: 13 (3d6+3) piercing damage.

Stinger. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one creature.
Hit: 10 (2d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

The banelar is a malicious serpentine creature that shares some similarities with a naga. It has a dark scaly body and a vaguely humanoid face. A number of tiny tentacles grow around the banelar's mouth. They are too weak to wield weapons, but can be used to manipulate small and light item such as rings, keys or scrolls. Banelar can found on land and in water in the warmer regions of Faerûn. Their name comes from the many alliances between the banelar and the god Bane and his followers.

Evil Schemers. Banelar are cunning and manipulative. Despite their magical powers and their potent snake venom, banelar avoid combat. If less dangerous and more convenient options are available, they often chose those instead. Banelar can be bargained with, but will always adhere to the letter, not the intent of any bargain they make. They like to hoard treasure and sometime ally with creatures they consider to be inferior (such as humans or orcs) or superior (such as vampires or beholders).



BAT, DEEP

The term "deep bat" refers to a number of different bat species that originate from the Underdark. The four most common types of deep bats are the azymth, the bonebat, the night hunter and the sinister.

AZMYTH

The azymth resembles a winged, legless reptile. It has crested head, white eyes and leathery, green to grey skin. Despite its sinister appearance, the azymth is a peaceful creature that lives on plants and insects. Azymths are known to enter partnerships with humanoids and often accompany them for their entire life. They are not true familiars, though, and their humanoid companion cannot command them. Azymths are mysterious and magical creatures; their origin, lifespan and purpose is unknown.

AZMYTH

Small monstrosity, chaotic neutral

Armour Class 13

Hit Points 27 (6d6+6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Senses darkvision 90 ft., telepathy 120 ft., passive Perception 11

Languages Common, Undercommon

Challenge 1/2 (100 XP)

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

Actions

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

Shocking Bite (Recharge 6). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) lightning damage.

Sphere of Silence (1/Day). The bat creates a magical zone of silence in a 20-foot-radius sphere centred on itself. No sound can be created within or pass through it. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Invisibility (1/Day). The bat magically turns invisible until it attacks or uses one of its special abilities, or until its concentration ends.

BONEBAT

The bonebat is a huge skeletal bat. Bonebats serve as familiars and messengers for wizards, evil clerics and powerful undead such as lichs and vampires. They are especially popular among the Red Wizards and members of the Arcane Brotherhood. The ritual needed to create bonebats is very old and widely known. Many bonebats have gone feral and live in the Underdark and the wilderness. Bonebats do not require food or drink, but enjoy killing other creatures nevertheless.

BONEBAT

Medium undead, neutral evil

Armour Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 90 ft., passive Perception 10

Languages —

Challenge 1 (XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage plus 3 (1d6) cold damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NIGHT HUNTER

Medium monstrosity, neutral evil

Armour Class 14

Hit Points 26 (4d8+8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 1 (XP)

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

Actions

Multiattack. The bat makes two attacks: one with its claws and one with its tail.

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

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

NIGHT HUNTER

The night hunter is a malicious bat with velvet black fur, orange or red eyes and a long tail with a triangular razor-sharp end. Night hunters are nocturnal when they live on the surface, where they reside in large trees. In the Underdark, they are active at any time. Night hunters hunt in packs. They are not above eating carrion and even attack human settlements when they are hungry. Some night hunters serve as familiars for drow wizards.

SINISTER

The sinister resembles a large, jet-black manta ray. Despite their unnerving appearance and their dark name, sinisters aren't evil creatures. Sinisters have the innate ability to levitate and can even hang motionless in mid-air if they desire so. They cannot speak, but communicate among one another with a limited form of telepathy. Sinisters love music. Those who wander through the wilderness, singing, or play a song at the camp fire might find themselves sounded by a flock of sinisters that, silently floating, listens to the music.

SINISTER

Large monstrosity, lawful neutral

Armour Class 15 (natural armour)

Hit Points 45 (6d10+12)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	10 (+0)

Skills Perception +4

Senses darkvision 120 ft., telepathy 30 ft., passive Perception 14

Languages Sinister

Challenge 3 (700 XP)

Missile Shield. The bat is surrounded by an invisible force field. Ranged damage-dealing spells such as *magic missile* or *Melf's acid arrow* that target the bat directly are absorbed by the force field and have no effect on the bat. The force field collapses when the bat is killed.

Actions

Multiattack. The bat makes two bite attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) slashing damage.

Paralysing Ray (1/Day). The bat chooses a creature it can see within a range of 90 feet. The target must succeed on a DC 13 Wisdom saving throw or be paralysed for 1 minute. This ability has no effect on undead. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BEGUILER

The beguiler is small mammal found almost exclusively in Eastern Shaar. This murine creature seems to be a common animal at first glance, but is actually quite intelligent. The beguiler has the ability to change the colour of its fur to match that of its environment, granting it natural camouflage. In addition to that, beguilers see right through illusions, magical disguises and supernatural methods of camouflage used by other creatures, which makes catching them notoriously difficult. Beguilers lack natural predators due to these abilities, but are sometimes hunted by humans and other races due to the magical aspects of their fur.

BEGUILER

Small monstrosity, neutral

Armour Class 13

Hit Points 10 (3d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	13 (+1)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses truesight 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Fur Camouflage. The beguiler can change the colour of its fur to match its surroundings. Unless the beguiler's fur is wet, it has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The beguiler makes two bite attacks.

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

BEGUILER MAGIC

The fur of a beguiler can be turned into several magic items. One of these is the **cap of the beguiler**, a very rare wondrous item. It grants its wearer *truesight* out to 30 feet. The **cloak of the beguiler** is a very rare wondrous item with 3 charges. Expending 1 grants its wearer advantage on Dexterity (Stealth) checks for 10 minutes. The cloak regains 1d3 expended charges daily at dawn. Both items require attunement.

BEHOLDER

Beholders, malicious floating spheres with a single central eye and eyestalks with supernatural powers, can be found in almost every region and are especially common in the Underdark. Apart from the common beholder, Faerûn is home to many beholder mutants and subraces.

BEHOLDER MAGE

Beholders are exceptionally intelligent, but wizards are rarely found among them. The main reason of that is the antimagical ray that the beholder's central eye emits. A few old beholders - mainly elder orbs - have mastered arcane magic, and so have those referred to as beholder mages. Beholder mages are outcasts. They were born with a blind central eye, lost it in a fight, or even dared to take it out themselves. Beholder mages are secretive and often solitary. Those who enjoy company surrounded themselves with slaves that are more suitable to do tasks a common wizards would use arms for.

BEHOLDER MAGE

Large aberration (beholder), neutral evil

Armour Class 18 (natural armour)

Hit Points 187 (22d10+66)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	18 (+4)	15 (+2)	15 (+2)

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

Skills Arcana +9, Perception +7

Condition Immunities prone

Senses blindsight 120 ft. (blind beyond that radius), passive Perception 17

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Spellcasting. The beholder is a 14th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The beholder knows a number of spells equal to its spellstalks, usually ten. Per day, it can cast each spell a number of times equal to its caster level, requiring no components.

The beholder has spellstalks for the following spells: *blight*, *chain lightning*, *fireball*, *hold person*, *magic missile*, *mirror image*, *polymorph*, *reverse gravity*, *shield*, *wall of stone*

Actions

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

Hit: 14 (4d6) piercing damage.

Spellstalk. The beholder casts a spell.

Legendary Actions

The beholder can take 3 legendary actions, using the spellstalk option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Spellstalk. The beholder casts a spell.

DEATH KISS

The death kiss is beholder mutant. At first glance, it looks common beholder, but closer inspection reveals that its eyestalks are actually tentacles. The death kiss uses these tentacles - all of which end in hook-toothed orifices - to kill its prey and drain its blood. Death kisses like to prey on weak creatures and toy with them, but do not hesitate to attack other powerful creatures. According to rumours, a gargantuan death kiss called the Tentacles One haunts the forests of the northern Sword Coast.

Megalomaniac Bloodsuckers. The death kiss shares the beholders ego and paranoia. Every death kiss considers itself the ruler of its territory and will not hesitate to destroy any creature that could rival it. When two death kisses meet, they will inevitably fight to the death. The loser's corpse becomes an incubator for the eggs of the winner. After only a couple of days, three of four death kiss hatch. They grow to full size in a matter of months.

DEATH KISS

Large aberration (beholder), neutral evil

Armour Class 17 (natural armour)

Hit Points 170 (20d10+60)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +6

Conditions Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon

Challenge 11 (7,200 XP)

Death Shiver. When the death kiss dies, all the remaining electrical force in its body is released, and each creature within 30 feet of it must make a DC 17 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

Actions

Multitack. The death kiss makes four attack with its tentacle.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8+4) piercing damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ELDER ORB

Some beholders, the elder orbs, are blessed with a long lifespan. Most of these venerable beholders have lost some of their eyestalks but gained the ability to cast spells instead. Learning spell is a difficult process for a beholder and is only possible when it loses its central antimagical eye or, like the elder orb, lives long enough to master arcana magic anyway. Beholders hunger for power and are as megalomaniac as any beholder, but are also more social. They often lead beholder factions or work as advisers for even more powerful beings. Beholders avoid beholder communities lead by hive mothers, with whom they do not get along well.

One-Eye Wizards. Despite their outstanding intellect, elder orbs often know comparably few spells. Always jealous, they avoid to exchange spell formulae with other spellcasters, especially other elder orbs or beholder mages. Furthermore, elder orbs need to develop variants spells that only require verbal components. One spell that is known to almost elder orbs is *charm death tyrant*, a spell designed to take control over death tyrants and other undead beholders.

CHARM DEATH TYRANT

4th-level enchantment (wizard, warlock)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 month

You attempt to charm an undead beholder you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends. The charmed beholder obeys your every command to the best of its ability. At any given time, you can control a maximum number of undead beholders equal to your Intelligence modifier. When you attempt to charm another beholder, a random beholder already under your control is freed. When the spell ends, the creature knows it was charmed by you.

GOUGER

The gouger is an abomination bred from true beholders. It resembles a beholder, but is larger, with four short legs and a massive, gruesome tongue. The gouger's eyestalks, now without function, are constantly twitching. Gougiers possess the antimagic common beholders have, and never ever close it. Designed to be expendable killers, gougiers are reckless and have almost no sense of self-preservation.

Beholder Killers. The gouger is an aberrant beholder originally created by the phaerimms. The phaerimms found little use for their new servants until a group of three free phaerimms called the Triumvirate conquered the beholder city of Ooltul. Due to heavy resistance by beholders and beholder mages, the Triumvirate started to deploy gougiers against the beholders, which proved reasonably effective. The phaerimms did not bother to keep a close eye on their creations and gougiers quickly spread throughout the Underdark.

GOUGER

Large aberration (beholder), neutral evil

Armour Class 16 (natural armour)

Hit Points 161 (19d10+57)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +6, Int +3, Wis +4

Skills Perception +4

Conditions Immunities prone

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech

Challenge 11 (7,200 XP)

Antimagic Cone. The gouger's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the gouger decides which way the cone faces.

Beholder Slayer. The gouger has advantage on attacks rolls made against beholders.

Actions

Multiattack. The gouger makes one attack with its bite and two with its tongue.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8+5) piercing damage.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature.

Hit: 32 (6d8+5) bludgeoning damage.

ELDER ORB

Large aberration (beholder), lawful evil

Armour Class 18 (natural armour)

Hit Points 172 (23d10+46)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	21 (+5)	18 (+4)	18 (+4)

Saving Throws Int +11, Wis +9, Cha +9

Skills Arcana +10, Perception +9

Conditions Immunities prone

Senses darkvision 120 ft., passive Perception 19

Languages Deep Speech, Undercommon

Challenge 16 (15,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

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

Actions

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

Hit: 21 (6d6) piercing damage.

Spellcasting. The beholder is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). The beholder only ever has one spell slot per spell level, no matter its level. It has the following wizard spells prepared:

Cantrips (at will): *acid splash, dancing lights, mage hand, ray of frost*

1st level (1 slot): *detect magic, fog cloud, silent image*

2nd level (1 slot): *detect thoughts, darkness*

3rd level (1 slot): *dispel magic, slow*

4th level (1 slot): *charm death tyrant, Otiluke's resilient sphere*

5th level (1 slot): *hold monster, wall of force*

6th level (1 slot): *flesh to stone, globe of invulnerability*

Eye Rays. Due to their advanced age, elder orbs usually have lost a few of their eyestalks. Roll 1d4 to determine how many eyestalks the elder orb has lost, roll 1d4. Then roll 1d10 for every eyestalk to determine which eyestalks have been lost (reroll duplicates). The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. **Paralysing Ray.** The targeted creature must succeed on a DC 17 Constitution saving throw or be paralysed for 1 minute.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 17 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 54 (12d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine grey dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw or take 66 (12d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

Spell (Costs 2 Actions). The beholder casts a spell.

BLAZING BONES

The blazing bones resembles a skeleton engulfed by flames. It is created when a cleric, wizard or sorcerer prepares a contingency in order to save himself from being killed by fire. Should the contingency spell go awry and the caster be killed, there is a chance that he turns into a blazing bones and goes insane.

Endless Pain. The blazing bones is constantly on fire, but never consumed by it. It lives an unlife in agony, and the only way to momentarily ease its pain is to burn living beings and wage destruction. Thus, blazing bones inevitably become a killer that sets everything and everyone on fire. Blazing bones avoid other undead in general and other blazing bones specifically. The only time several of them can be found in one place is when a powerful wizard deliberately sacrifices some of his apprentices to turn them into blazing bones. These blazing bones cannot be controlled directly, but can be ordered to stay in one place and not attack their master.

Undead Nature. A blazing bones doesn't require air, food, drink, or sleep.

BLAZING BONES

Medium undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 58 (13d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	10 (+0)	17 (+0)	15 (+2)	12 (+1)

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception

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

Challenge 4 (1,100 XP)

Fire Absorption. Whenever the blazing bones is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Actions

Multiattack. The blazing bones makes two claw attacks.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 13 (3d6+3) slashing damage plus 7 (2d6) fire damage.

Hurl Fire. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. Hit: 13 (3d6+3) fire damage.

Firewind (Recharge 6). The blazing bones temporarily collapses into a whirlwind of flames and bones with a 15-foot-radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

BURNBONES

The burnbones are clerics of Cyric infused with a portion of the power of their god. This transformation consumes the cleric's entire body, leaving nothing but a burning skeleton behind. Burnbones resemble a blazing bones, but are entirely black and they always wear the symbol of Cyric prominently. A burnbones retains its ability to use divine magic, and no longer requires any material components.

Burning Fanatics. Cyric originally created burnbones when his cult was still young and under pressure from other religious factions, especially the church of Bane. Only the most devoted of Cyric's followers are turned into burnbones. As a result, most of them are unstable and insane. Occasionally, Cyric transforms a lesser follower of his. These burnbones will eventually be consumed by their own fire and exist only for a couple of months or years.

Undead Nature. A burnbones doesn't require air, food, drink, or sleep.

BURNBONES

Medium undead, neutral evil

Armour Class 16 (natural armour)

Hit Points 117 (18d8+36)

Speed 30 ft.

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

Saving Throws Con +6, Int +6, Wis +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 10 (5,900 XP)

Heated Body. A creature that touches the burnbones or hits it with a melee attack while within 5 feet of it takes 18 (4d8) fire damage.

Illumination. The burnbones sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

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

Spellcasting. The burnbones is an 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it requires no components to cast spells. It has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*
 1st level (4 slots): *command, detect magic, shield of faith*
 2nd level (3 slots): *augury, hold person*
 3rd level (3 slots): *bestow curse, dispel magic*
 4th level (3 slots): *banishment, control water*
 5th level (2 slots): *contagion, geas*

Actions

Multiattack. The burnbones uses its flame touch twice.

Flame Touch. *Melee Spell Attack.* +8 to hit, reach 5 ft., one target. Hit: 48 (8d10+4) fire damage. Resistance to fire damage is not applied to this attack. Immunity to fire damage is treated as resistance to fire damage instead.

CAT

The cat is a widespread domestic animal, valued for the companionship it provides and for its ability to hunt vermin. Cats are even venerated in some societies and considered to be divine creatures or messengers of the gods.

CHANGE CAT

The change cat is the result of magical experiments. In its favoured form, it looks and behaves like a common domestic cat. However, the change cat has the ability to transform itself into a plains cat, greatly increasing its size and physical power. Change cats were originally bred by a wizard who wanted to replace his guards with a watch animal that would also make a suitable pet. Some escaped into the wilderness since, but change cats can still be found in the homes of the rich and powerful. Change cats like humans, elves and half-elves, mistrust gnomes, dwarves and halflings, and do not like evil humanoids such as goblins or orcs at all.

ELVEN CAT

Many centuries ago, wild cats were domesticated by the elves. Over time, these cats inherited some of the wondrous elven nature. Elven cats look like domestic cats, but are more intelligent and can even converse in a basic form of Elvish. They are very stealthy and have the ability to magically increase their size and physical power.

LUCK EATER

The luck eater looks like a slender domestic cat with short black or golden fur. This rare breed of cats is virtually unable to cause direct physical harm to anyone, but is a dangerous being nevertheless. Luck eaters charm other creatures with their and convince them to take care of them. Once that has happened, the luck eater begins to feed on that creature's luck - hence their name. Luck eaters who are not fed will even try to force their benefactors to fight one another.

SAND CAT

The sand cat is a feline creature found in the deserts and dry steppes of Faerûn. It is slightly taller and longer than a domestic cat, has sandy brown fur and long pointy ears that end in a white tuft.

Lucky Pets. The sand cat is a predator but does not attack humans or other larger creatures. Members of the tribes of the deserts and steppes often train sand cats and offer them as presents to nobles and other political leaders. Sand cats have to be trained from an early age lest they become uncontrollable.

CHANGE CAT

Small monstrosity (shapechanger), unaligned

Armour Class 13

Hit Points 22 (5d6+5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages —

Challenge 1/2 (100 XP)

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

Shapechanger. The cat can use its action to polymorph into a Medium plains cat, or back into a common cat. Its statistics, other than its size, are the same in each form. As a plains cat, the cat makes Dexterity checks and Dexterity saving throws with advantage.

Actions

Multiattack. The cat makes two attacks: one with its bite and one with its claw.

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

Hit: 2 (1d4) piercing damage, or 7 (2d4+2) piercing damage while enlarged.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 3 (1d6) slashing damage, or 9 (2d7+2) slashing damage while enlarged.

ELVEN CAT

Tiny monstrosity, neutral

Armour Class 14

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	5 (-3)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Elvish

Challenge 1/4 (50 XP)

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

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

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4+4) slashing damage, or 9 (2d4+4) slashing damage while enlarged.

Enlarge (1/Day). For 1 minute, the cat magically increases in size. While enlarged, the cat is Medium, doubles its damage dice on Dexterity-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the cat lacks the room to become Large, it attains the maximum size possible in the space available.

LUCK EATER

Tiny Fey, chaotic neutral

Armour Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	7 (-2)	12 (+1)	17 (+3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Actions

Feline Charm. The cat begins to purr. Intelligent creatures within a 30-foot-radius have to make a DC 13 Wisdom saving throw. Those who fail their saving throw become charmed. Charmed creatures have the desire to take care of the cat and feed it. They also have disadvantage on attack rolls, saving throws and ability checks. Those who succeed their saving throw are not affected, but have to repeat the saving throw every turn until they leave the area. Deafened creatures are immune to the luck eater's charm. When no attack rolls or ability checks are made in a 30-foot-radius around the luck eater within the next 30 minutes after the first victim has been charmed, the cat alters its charm. All charmed creatures have to make another DC 13 Wisdom saving throw. Those who fail have to attack the next creature they meet that isn't part of their group. Those who succeed merely stay charmed. Should no attack rolls or ability checks be made within another 30 minutes after this, the cat alters its purr once more. Those who fail a DC 13 Wisdom saving throw this time attack the nearest creature, even if it is an ally. If a charmed creature leaves the 30-foot-radius around the cat, it is no longer charmed after 1 minute.

SAND CAT

Tiny beast, unaligned

Armour Class 12

Hit Points 7 (2d4+2)

Speed 40 ft., climb 30 ft.

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

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

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

Actions

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

CHITINE

The chitines are a race of small humanoids with arachnoid features. They have four arms, and while a chitine's face looks human, it has two long mandibles and multi-faceted eyes. Chitines have long, oily hair and bushy eyebrows. Their skin is grey and mottled, and constantly secretes an oily substance. This substance negates the adhesive effect of spider webs and allows chitines to move over webbing without being hindered. Chitines spin sticky spider silk and use it as a material to build their homes, just like other races use wood and stone. This webbing is also used to make lightweight armour.

Renegade Experiments. It is said that the chitines were originally created by drow wizards from the city of Ched Nasad. The goal was to create a race of slaves both loyal and similar to the drow's beloved spiders. However, chitines turned out to be unruly. A couple of escaped, and chitines can now be found throughout the northern reaches of the Underdark. Their largest stronghold is a collective of villages and outposts known as Yathchol, located beneath the Far Forest southeast of Hellgate Keep. Chitines are hunted by both drow and driders.

Children of Lolth. Lolth, the Spider Queen, is the only deity chitines worship. They are jealous of the drow, and constantly plot to destroy them and become the sole race favoured by Lolth. Comparably small in numbers and less sophisticated than their enemies, the chitines are unlikely to become an actual threat to the drow any time soon. The clerics of Lolth among the chitines are known as choldriths. Choldrith resemble large, pale spider with a humanoid head, long hair and long, horn-like ears. Choldriths have eight spider legs, two of which are slender and serve as hands. In chitine society, choldriths are viewed as beings blessed by Lolth due their close resemblance of the Spider Queen. It is unclear whether choldriths are a special breed of chitines or a different species altogether.

CHITINE

Small humanoid, neutral evil

Armour Class 14 (webbing armour)

Hit Points 18 (4d6+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Undercommon

Challenge 1/2 (100 XP)

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

Web Walker. The chitine ignores movement restrictions caused by webbing.

Actions

Multiattack. The chitine makes two attacks with its short sword.

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

CHOLDRITH

Large monstrosity, chaotic evil

Armour Class 16 (natural armour)

Hit Points 76 (9d10+27)

Speed 40 ft., climb 30 ft.

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Elvish, Undercommon

Challenge 4 (1,100 XP)

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

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

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

Web Walker. The choldrith ignores movement restrictions caused by webbing.

Spellcasting. The choldrith is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The choldrith has the following cleric spells prepared:

Cantrips (at will): *guidance*, *resistance*, *spare the dying*
1st level (4 slots): *bane*, *cure wounds*, *shield of faith*
2nd level (3 slots): *hold person*, *silence*

Actions

Multiattack. The choldrith makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 4 (2d8) piercing damage plus 9 (2d8) poison damage.

Web (Recharge 5-6). *Ranged Weapon Attack.* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. *The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).*

CHOSEN ONE

Chosen ones were once human slaves of the Red Wizards. Transformed by torture and magic, they now look like extremely thin, hairless humans with twisted features and tough leathery skin. These hideous caricatures of humans serve as bodyguards and soldiers, and many Red Wizards use them to guard their homes or personal belongings.

Vengeful Servant. Chosen ones are full of hate and wish nothing more than to take revenge on those who caused their pain and misery. The spell used to create chosen ones directs this hatred away from the chosen one's creator and his allies and towards everybody else. However, the spell used to create chosen ones is flawed, and sometimes their conditioning breaks down. In this case, the chosen ones relive their past memories and see who is truly responsible for their pain. More than one Red Wizard has been ripped apart by its own chosen one servant.

CREATE CHOSEN ONE

5th-level transmutation (sorcerer, wizard)

Casting Time: 1 hour

Range: Touch

Components: V, M

Duration: Instantaneous

You transform a restrained human of challenge rating 1 or lower into a chosen one. At the end of the casting, the target must make a Wisdom saving throw. On a failed save, the victim is transformed into a chosen one under your control.

CHOSE ONE

Medium humanoid, chaotic evil

Armour Class 14 (natural armour)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 1 (200 XP)

Berserk. From the beginning of its fifth combat turn on, there is a cumulative 1% chance that the chosen one goes berserk at the beginning of its turn. If this happens, the chosen one ignores whatever orders its creator has given it, and tries to reach its creator and destroy him as fast as possible.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 11 (2d8+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 11 (2d8+2) slashing damage.

CURST

The curst are undead humans trapped in the world of the living due to a curse. A curst looks much like it did in life, but has gaunt, unnaturally white skin and eyes that are entirely black. A curst can be created when a *bestow curse* spell is cast on a human followed by a carefully worded *wish*. However, curst are seldom created on purpose, as a curst's creator holds no power over it. Occasionally, curst serve a master to attain the mercy of death. Curst prefer to live in darkness, even though they are not harmed or hindered by light. They often wear black clothes and only talk when necessary.

The Curst of Waterdeep. Curst are very rare and most of them are created accidentally. During the Time of Trouble, several dozen watchmen and guards from Waterdeep were exposed to an outbreak of wild magic while they were fighting followers of Myrkul. These men were transformed into curst and allegedly still wander the sewers of Waterdeep.

Undead Nature. A curst doesn't require air, food, drink, or sleep.

CREATING A CURST

Cursts can only be created from humans, and it is unknown why other races are not susceptible to the curst's unique condition. To create a curst, *bestow curse* has to be cast on the victim followed by a *wish*. Both spells have to be cast by the same caster, who does not gain any control over the curst. After their creation, only a *remove curse* spell will destroy a curst permanently.

CURST

Medium undead, chaotic neutral

Armour Class 18 (chain mail, shield)

Hit Points 90 (12d6+36)

Speed 30 ft.

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

Damage Immunities cold, fire, poison

Conditions Immunities exhaustion, poison

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Healing Susceptibility. Unlike other undead, the curst can regain hit points via *cure wounds* or other healing spells.

CURST TEMPLATE

Any human can become a curst. Creating a curst deliberately is possible, but most cursts are the rest of magical accidents. When a creature becomes a curst, it retains all its statistics except as noted below.

Type. The creature becomes an undead.

Alignment. The curst is chaotic neutral.

Intelligence. The creature's Intelligence score is lowered by 1d4.

Damage Immunities. The curst is immune to cold, fire, and poison.

Conditions Immunities. The curst cannot be exhausted or poisoned.

Senses. The curst gains darkvision with a radius of 60 feet.

Devoid of Magic. The dread warrior can not cast spells or use any other magical abilities.

Healing Susceptibility. Unlike other undead, the curst can regain hit points via *cure wounds* or similar spells.

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

Rejuvenation. A destroyed curst reforms within 2d12 hours, regaining all its hit points and becoming active again. A *remove curse* spell destroys the curst instantly and permanently.

Turn Immunity. The curst is immune to any effect that turns undead.

New Action: Weapon Attack. When the curst deals damage with a melee weapon attack, the attack deals an additional 13 (3d8) necrotic damage.

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

Rejuvenation. A destroyed curst reforms within 2d12 hours, regaining all its hit points and becoming active again. A rejuvenated curst rises within 5 feet of the spot where it was destroyed. A *remove curse* spell destroys the curst instantly and permanently.

Turn Immunity. The curst is immune to any effect that turns undead.

Actions

Multiattack. The curst makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 13 (3d8) necrotic damage.

DARK TREE

The dark tree is a sentient tree native to the Shining South. A dark tree looks like a large cypress, but has two arm-like branches and a pair of dark, narrow eyes. These features are difficult to see without inspecting the dark tree closely, providing it with natural camouflage.

Blood Drinkers. Superficially, dark trees resemble treants, but the hatred glittering in their eyes betrays them. Dark trees can live on photosynthesis and the nutrients the soil offers, but prefer to supplement their diet with blood. They reproduce by budding and require large amounts of blood to be able to do so.

Renegade Servants. Dark trees can be found in the Shining South. They were originally created centuries ago by Benautil, a wizard from Halruaa. Benautil intended to create dark trees as loyal servants similar to treants (none of which would ever enter his service deliberately). The dark trees turned on their creator and can since be found in Wood of Dark Trees in Durpar as well as the Amtar Forest north of Dambrath and the Granuin Forest in Luiren.

DARK TREE

Huge plant, neutral evil

Armour Class 16 (natural armour)

Hit Points 138 (12d12+60)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Resistances fire

Senses passive Perception 10

Languages Sylvan

Challenge 6 (2,300 XP)

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

Actions

Multiattack. The dark tree makes two slam attacks and uses its confusion ability, or makes a bite attack and uses its confusion ability.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8+6) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8+6) bludgeoning damage. A target that is hit by two slam attacks in one round is grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the dark tree has advantage on attack rolls against it and can't use this attack against other targets. When the dark tree moves, any Medium or smaller target it is grappling moves with it.

Confusion. The dark tree chooses a creature within 50 feet. The target must succeed on a DC 15 Wisdom saving throw or will become confused for 1 minute. A confused creature uses all its movement to move in a random direction during its turn. To determine the direction, roll a d8 and assign a direction to each die face. A confused creature doesn't take an action during its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

DARKENBEAST

The darkenbeast is a fearsome creature created from common animals. Once transformed, the darkenbeast becomes a bat-winged monstrosity not unlike a pterodactyl. They have grey leathery skin stretched tightly on their bones. Their bones glow through their skin green or purple, giving darkenbeasts a skeletal appearance. Occasionally, darkenbeasts retain a feature of their former shape and close observation tells what kind of animal that darkenbeasts was created from. Darkenbeasts are mainly used as messengers, guardians and as helpers in combat. During its creation, a spell can be embedded in a darkenbeast and later be used by its master. The Red Wizards of Thay value this aspect of the darkenbeasts and are notorious for their usage.

DARKENBEAST

Medium monstrosity, neutral evil

Armour Class 16 (natural armour)

Hit Points 71 (11d8+22)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	5 (-3)	11 (+0)	4 (-3)

Conditions Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Spell Embedding. When a spell is cast on a darkenbeast right after its creation and darkenbeast's creator succeeds on a DC 12 check for his spellcasting ability, the spell will be embedded into the darkenbeast. Otherwise, the spell has no effect. The spell can be embedded using a higher spell slot. Using an action, the darkenbeast's creator can cast the embedded spell at any time, provided the darkenbeast is within a range of 30 feet. If he does so, the spell is cast as if the creator were casting it normally. Casting the spell does not expend a spell slot. The spell has a 25% chance to fail and have no effect, with an additional 10% chance for every other darkenbeast-embedded spell the caster has used. This chance of failure is again reduced to 25% after the creator took a long rest. In any case, the darkenbeast bursts into purple or emerald flames and dies. Upon death, it reverts back to its original form.

Sunlight Sensitivity. While in sunlight, the darkenbeast has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. When the darkenbeast starts its turn in sunlight, roll a d4. On a 4, the darkenbeast turns back into the beast it was created from and is no longer under the control of its master.

Actions

Multiattack. The darkenbeast makes two attacks: one with its claw and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 21 (4d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) slashing damage.

CREATE DARKENBEAST

5th-level transmutation (warlock, wizard)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (dried wyvern blood and a black pearl worth 200 GP)

Duration: Instantaneous

This spell transforms a beast of challenge rating 1 or lower that you can see within range into a darkenbeast. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has to be cast indoors, underground or at night. The transformation is permanent, but can be reversed with dispel magic. A sunbeam or sunburst immediately reverse the transmutation. The darkenbeast obeys all order of its creator and can receive telepathic commands over a distance of up to 30 feet.

When you cast a spell on the darkenbeast right after its creation and succeed on a DC 12 check for your spellcasting ability, the spell will be embedded into the darkenbeast. Otherwise, the spell has no effect. The spell can be embedded using a higher spell slot. Using an action, you can cast the embedded spell at any time, provided the darkenbeast is within a range of 30 feet. If you do so, the spell is cast as if you were casting it normally. Casting the spell does not expend a spell slot. The spell has a 25% chance to fail and have no effect, with an additional 10% chance for every other darkenbeast-embedded spell you have used. This chance of failure is again reduced to 25% after you took a long rest. In any case, the darkenbeast bursts into purple or emerald flames and dies. Upon death, it reverts back to sit original form.

DARKTENTACLES

Large monstrosity, chaotic evil

Armour Class 16 (natural armour)

Hit Points 112 (15d10+30)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	14 (+2)	12 (+1)	7 (-2)

Saving Throws Dex +5, Wis +4, Cha +1

Skills Perception +4

Condition Immunities blinded, prone

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 14

Languages Aquan, Common, telepathy 30 ft.

Challenge 7 (2,900 XP)

Amphibious. The darktentacles can breathe air and water.

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

DARKTENTACLES

The darktentacles is an octopoid swamp monster. It is as intelligent as it is malicious, and uses treasure to lure travellers within its reach. The darktentacles has a shiny black body and no less than thirty-six arms. Instead of suction cups, each arm is lined with glistening black eyes. The darktentacles is amphibious and uses its arms to move on land. Group or even mated pairs of darktentacles have never been seen.

Malicious Predator. The darktentacles does not hoard treasures or equipment, but is aware of its value to other species. It often places valuables close to the pond or lake it resides in, waits for unsuspecting travellers to pass by, and strikes when they are within reach. The darktentacles can communicate with other species, but will only negotiate when it faces overwhelming odds. Occasionally, the darktentacles uses its innate ability to charm other creatures and brings someone under its control. The victim is then used to lure more prey to the darktentacles.

Many-Armed Horror. The darktentacles has many, many arms. A full-grown darktentacles has thirty-six arms. It occasionally loses an arm in combat. Lost arms regrow within a matter of days. Regrowing an arm makes a darktentacles even hungrier - and thus more dangerous - than it already is. A darktentacles does use many, but not all of its arm in combat. It is smart and dexterous enough to wield two-handed weapon with one of its arms. Darktentacles have no innate sense for magic items, and simply select the weapons that look most efficient to them.

Actions

Multiaction. The darktentacles makes eight attacks: four with its slam, two with its greatsword and two with its pike. It can use a maximum of four attacks against a single opponent during its turn.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage, damage, and the target is grappled (escape DC 14).

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

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

Tentacle Charm. One creature the darktentacles can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the darktentacles's telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this darktentacles's Charm for the next 24 hours. The darktentacles can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

DEEPSPAWN

DEEPSPAWN

Large aberration, chaotic evil

Armour Class 15 (natural armour, shield)

Hit Points 144 (17d10+51)

Speed 20 ft., swim 20 ft.

Saving Throws Dex +4, Wis +4

Skills Perception +5

Conditions Immunities blinded

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Amphibious. The deepspawn can breathe air and water.

Actions

Multiattack. The deepspawn makes four attacks: Two with its bite and two with its tentacles. For each creature the deepspawn has grappled, its has to forfeit a tentacle attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 26 (4d10+4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10+4) bludgeoning damage, and the target is grappled (escape DC 16). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the deepspawn has advantage on attack rolls against it. The deepspawn can grapple a maximum of two creatures at once. When the deepspawn moves, any Medium or smaller target it is grappling moves with it. The deepspawn can only use this attack if it has grappled less than two creatures.

Paralysing Ray (Recharge 5-6). The deepspawn chooses a creature it can see within a range of 90 feet. The target must succeed on a DC 16 Wisdom saving throw or be paralysed for 1 minute. This ability has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

The deepspawn is a terrifying monster that lives in the underground. Its looks like a large, rubbery sphere with multiple tentacles, some of which end in mouths filled with sharp teeth. In addition to that, the deepspawn has dozens of eyestalks which constantly scan the environment. Deepspawns are infamous for their ability to spawn other monsters. These spawns have traits of the creatures the deepspawn consumed; sometimes they even inherit their intelligence or magical abilities. Deepspawns are cunning creatures and sometimes utilise the equipment of those they kill, including weapons and shields.

Subterranean Horrors. Deepspawns were first discovered by gold dwarves from the Deep Realm.

The denizens of the Underdark fear and despise deepspawns for their ability to populate areas with their spanws. Many subterranean races, including drow, mind flayer, and aboleth, have tried to exterminate deepspawns, to no avail. Other factions like the Zhentarim have caught some of them and use them for their own schemes. There are even rumours of a group in Skullport that sells deepspawns.



DEMON

Demons are fiends native to the Abyss. They are malicious creatures and have no true ruler, though some demon lords and other powerful beings have brought sizable armies of demons under their control. Demons have a long-standing feud with the devils, the inhabitants of the Nine Hells.

ARROW DEMON

Medium fiend (demon), chaotic evil

Armour Class 14

Hit Points 117 (18d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	15 (+2)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4, Cha +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception

Languages Abyssal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Close Combat Shot. The arrow demon does not suffer penalties from using a ranged weapon while next to an opponent.

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

Actions

Multiattack. The arrow demon makes two attacks with its composite longbow. It can't use the same type of arrow twice during one turn.

Longsword. *Melee Weapon Attack:* +9 to hit, +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 18 (2d10+6) piercing damage. Depending on the type of arrow the arrow demon uses, the attack has one of the following effects:

1. **Plague Arrow.** The target takes an additional 13 (3d8) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.
2. **Burning Arrow.** The target takes an additional 18 (4d8) fire damage.
3. **Frost Arrow.** The target takes an additional 9 (2d8) cold damage and musts succeed on a DC 14 Constitution saving throw or be paralysed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Crystal Arrow.** The target takes an additional 13 (3d8) radiant damage and musts succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARROW DEMON

The arrow demon looks like a hairless humanoid with green, leathery skin, glistening eyes and long sharp teeth. The demon's most striking feature are its four arms. Due to these arms and its enormous physical strength, an arrow

demon can wield and fire two bows at the same time - a task that is all but impossible for other creatures. Arrow demons were originally created to serve their lords in large battalions, but have since begun to appear elsewhere. Mortals and other beings sometimes summon arrow demons to serve them as guards or assassins.

GHOUL

Ghouls are demons that serve the abyssal lord Baphomet, the Horned King. They resemble huge minotaurs with twisted faces, burning eyes and enormous horns. Most ghouls are not found in Baphomet's labyrinthine domain but on the Material Plane, where they lead groups of hill giants, ogres, and minotaurs to enforce Baphomet's will. Their true master is known only to a few people; most of the followers of the ghour assume them to be godlike being themselves. Occasionally, Baphomet sends out a ghour to bring an independent minotaur tribe under his control. Ghouls are fearless creatures and liek to charge into battle, ensured by their physical power.

GHOUL

Huge fiend (demon), chaotic evil

Armour Class 16 (natural armour)

Hit Points 149 (13d12+65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +4, Int +6, Wis +5, Cha +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poisoned

Conditions Immunities poison

Senses darkvision 20 ft., passive Perception 11

Languages Abyssal, giant, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

Horn. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 34 (6d8+7) piercing damage.

Gas Breath (Recharge 5-6). The ghour exhales noxious gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Terrifying Roar (1/Day). The Each creature within 240 feet can can hear the roar and that fails a DC 15 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RAT-FIEND

Rat-fiends look like large anthropomorphic rats with short legs and a hunchback. Rat-fiends are demons, but rank low on the social ladder of the Abyss. They are often mistreated and abused by other demons, and protect themselves by becoming the servant of a higher demon. Rat-fiends work as messengers, manservants, and assassins. Accomplished rat-fiends are treated well by their masters, but old or crippled rat-fiends often find themselves served up as dinner. Rat-fiends with no master live as scavengers, always looking for food and bullying weaker demons.

Rat-Catchers. Due to their low social status, many rat-fiends prefer to live on the Material Plane, where they terrorise rural communities and enjoy the superiority to other beings they didn't know from the Abyss. Rat-fiends have the ability to communicate with rats, and a rat-fiend on the Material Plane is likely to command a swarm of common and giant rats. These rats act as scouts and guards, and gather food for their master.

RAT-FIEND

Medium fiend (demon), chaotic evil

Armour Class 13

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	7 (-2)	10 (+0)	8 (-1)

Saving Throws Con +4, Wis +2

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Insomnia. Magic can't put the rat-fiend to sleep.

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

Speak with Rats. The rat-fiend can communicate simple concepts to rats when it uses its telepathy.

Actions

Multiattack. The rat-fiend makes two attacks: one with its bite and one with its claws.

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

Hit: 12 (2d8+3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 13 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) slashing damage.

DISENCHANTER

The disenchanter resembles a gaunt camel with blue fur and a single hump. It has a long, flexible neck and an elongated snout. The disenchanter's tongue is even longer than its head. Disenchancers are known and feared for their ability to consume enchantments. They can detect magic items and enchantments around them, and once their flexible tongue touches a magic item, it loses some of its magical qualities - sometimes even permanently. Disenchanter are generally benevolent creatures, but can get very aggressive when they want to feed.

Mysterious Beasts. The origin of the disenchanter is unclear. Some speculate that disenchanter were created by the phaerimm, evil creatures that live beneath Anauroch, and were intended to be used against their enemies, like the sharn or the humans of Netheril. Others claim that these creatures were bred by a group of desperate generals who needed a weapon to be used against their enemy's magic, but later escaped their creatures and now roam the wilderness in search for magic to consume.

DISENCHANTER

Large monstrosity, neutral

Armour Class 15 (natural armour)

Hit Points 52 (7d10+14)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	5 (-3)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages Disenchanter

Challenge 3 (700 XP)

Aura of Absorption. The disenchanter is surrounded by an invisible aura. A spell that targets the disenchanter directly is absorbed by the aura and has no effect. The aura disappears when the disenchanter is killed.

Magic Sense. The disenchanter can sense magic items and enchantments within 120 feet of it.

Actions

Multiattack. The disenchanter makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) bludgeoning damage.

Tongue. The disenchanter touches an exposed magic item it can see within 5 feet of it. If the object is being worn or carried by a creature, the creature can make a DC 13 Dexterity saving throw to avoid the disenchanter's tongue.

The item loses a random magic property. If the item has no magic properties, its enchantment level suffers a -1 penalty. If the item has charges, it loses a charge instead. Lost magic properties and enchantment levels are restored after 24 hours, charges are not. If the target is not a spellcaster or does not carry a magic item, this ability has no effect, unless the target has been enchanted with a spell, in which case the enchantment is permanently dispelled. Artefacts are not affected by this ability.

DISPLACER SERPENT

DISPLACER SERPENT

Large monstrosity, chaotic evil

Armour Class 13

Hit Points 60 (8d10+16)

Speed 30 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Senses passive darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 2 (450 XP)

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

Displacement. The displacer serpent 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 while the displacer serpent is incapacitated or has a speed of 0.

Actions

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the displacer serpent can't constrict another target. Grappled targets are displaced by the serpent's displacement ability. All attacks against a grappled target that aren't made by the displacer serpent are made with disadvantage.



The displacer serpent appears as a black snake with striking green eyes and two vibrant purple stripes running down its body. Displacer serpents share the displacer beast's ability to project an illusionary image of their body that shrouds their actual location. Displacer serpents are not very intelligent, but know how to make use of this ability when they hunt. They usually hunt small animals, but bolder displacer serpents take on larger prey too. Displacer serpents are no above killing and eating sapient creatures.

Servants of Shar. These serpents are mainly found in warm forests, and some of them have been sighted near the town of Wheloon in Cormyr. These displacer serpents are allegedly in the service of Shar.

DOPPELGÄNGER, GREATER

GREATER DOPPELGÄNGER

Medium monstrosity (shapechanger), neutral evil

Armour Class 18 (natural armour)

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	17 (+3)	16 (+3)	18 (+4)

Skills Deception +7, Insight +6, Persuasion +7

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Shapechanger. The doppelgänger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. It can also create a unique face and body not based on any specific individual. The doppelgänger's statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Brain Eater. When the doppelgänger consumes the brain of a Small or Medium humanoid, it absorbs that creature's mind, memories and personality. After consuming the brain, the doppelgänger can assume the creature's identity with total accuracy, including its skills and abilities. The only abilities that can't be copied are spells other than cantrips from clerics, druids and warlocks, as well as a paladin's supernatural abilities, as these are granted by higher powers. The doppelgänger can host up to eight identities at once. When it consumes another brain, it loses a random identity.

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

Surprise Attack. If the doppelgänger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 13 (3d8) damage from the attack.

Actions

Multiattack. The doppelgänger makes two melee attacks.

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

Hit: 15 (2d10+4) slashing damage.

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

Common doppelgängers can mimic humanoid they have come across, but the greater doppelgänger has perfected this ability and copies not only someone's outward appearance, but their whole identity. Greater doppelgängers look mostly like their lesser relatives - hairless, gaunt, grey or blue skin, blank eyes - but are taller and have tougher skin. When a greater doppelgänger consumes the brain of

a humanoid, it gains all its abilities and skill, can speak the languages its victim spoke, and even learn how to use magic. This unique ability allows greater doppelgängers to replace powerful humanoids and turn themselves into high-ranking personality such as nobles, archmages or generals. They avoid taking the identity of cleric, as they cannot copy a cleric's divine gifts.

Ruthless Egomaniacs. Greater doppelgängers are extremely self-centred. Their entire life is focused on acquiring more wealth, power and influence. Greater doppelgängers sometimes lead group of common doppelgängers and fill entire organisations with their minions. They never accept to work for someone else. The only exception to this rule are apparently a group of greater doppelgängers in Waterdeep those influence reaches into the Undermountain and the city of Skullport.

DRACIMERA

GREEN DRACIMERA

Large monstrosity, chaotic evil

Armour Class 16 (natural armour)

Hit Points 189 (18d10+90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +4, Con +9, Wis +6, Cha +4

Skills Perception +6

Damage Resistances poison

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

Languages Draconic

Challenge 12 (8,400 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 17 (2d10+6) piercing damage.

Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 15 (2d8+6) bludgeoning damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 17 (2d10+6) slashing damage.

Poison Breath (Recharge 4-6). The dracimera exhales poison in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

The fearsome dracimera is the offspring of a cinmera and a dragon. The frontal part of the dracimera's body resembles that of a lion, the back part that of a goat. On the dracimera's front is the head of a dragon surrounded by a lion's mane as well as a reptilian head in the colour of the dracimera's dragon parent. Furthermore, the creature has a pair of large dragon wings and a serpent tail which ends in a second, smaller reptilian head. All evil dragons can breed with dracimeras, but most of the dracimeras have a black or red drag-

on parent. Dracimeras with a metallic dragon parent are all but unheard of.

Creatures of the Cult. The Cult of the Dragon, highly interested in dragon and draconic creatures, has breed several dracimeras. They are trained as guards and sometimes used as shock troops for raids. Some of the dracimeras found in the wilderness escaped the cult, others were created by coincidence. Dracimeras can breed true, but rarely do so, as they are very uncommon creatures in general. Dracimeras prefer the same habitat as they chimera parent and require a large territory to sustain themselves. They do not tolerate other powerful creatures and attack any such creature should it enter its territory.

OTHER DRACIMERAS

The dracimera described above is a green dracimera, the offspring of a green dragon and a chimera (or, less common, the offspring of two other dracimeras). To create dracimeras of other types, change the energy type of the dracimera's breath weapon and the energy type it resists according to the table below.

DRACIMERA TYPES

Colour	Energy Type	Breath Weapon
Black	Acid	30'/5' line
Blue	Lightning	30'/5' line
Brown	Acid	30'/5' line
Green	Poison	30' cone
Red	Fire	30' cone
White	Cold	30' cone
Yellow	Fire	30' cone

DRACOHYDRA

The dracohydra is a multiheaded monstrosity. It has the body of a hydra, a pair of dragon wings and serpentine necks that end in multiple black dragon heads. Like a hydra's heads, the heads of a dracohydra can be severed, but will always regrow unless the stump is cauterised. This makes dracohydras dangerous opponents and notoriously difficult to slay. Due to its draconic heritage, each of the dracohydra's heads can spit acid. Dracohydras can be found in remote locations far off from civilisation. They like to sit on mountain peaks, looking down on their domain. Usually the strongest creature in its territory, a dracohydra does little more than hunt, eat, and sleep.

Beasts of Legend. The origin of the dracohydra is unclear. Some believe that these beings descent from creatures that roamed the world before dragons did, and have been hibernating for millennia. Others say that dracohydras are hydras blessed by Tiamat, the Queen of Evil Dragons, and exist to destroy her enemies. According to a third theory, dracohydras are merely the offspring of black dragon and hydras, even though they are not usually found in close to any of these creatures. The Cult of the Dragon is known to employ dracohydras.

DRACOHYDRA

Huge dragon, chaotic evil

Armour Class 15 (natural armour)

Hit Points 149 (13d10+78)

Speed 30 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +4, Wis +6, Cha +4

Skills Perception +6

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 10 (5,900 XP)

Hold Breath. The dracohydra can hold its breath for 1 hour.

Multiple Heads. The dracohydra has five heads. While it has more than one head, the dracohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the dracohydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the dracohydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The dracohydra regains 15 hit points for each head regrown in this way.

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

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

Actions

Multiattack. The dracohydra makes as many bite attacks as it has heads. When its breath weapon is available, it can use the breath in place of its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

Acid Breath (Recharge 5-6). The dracohydra exhales acid in a 10-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. This attack recharges separately for each of the dracohydra's heads.

Wing Attack. The dracohydra beats its wings. Each creature within 10 feet of the dracohydra must succeed on a DC 16 Dexterity saving throw or take 11 (10+6) bludgeoning damage and be knocked prone.

DRAGON

Dragons are a race of fearsome replies, often winged and with devastating breath. They are an ancient species with many shapes and colours. Dragons are rare, but inhabit almost every corner of Faerûn.

BROWN DRAGON

Brown dragons reside in deserts. These dragons - sometimes referred to as great desert dragons - were first seen in Raurin and are now frequent much of the wastes in Eastern Mulhorand. The brown dragon's leathery scales make it hard to spot in its natural environment. Unlike most other dragons, the brown dragon has no wings, but two large fins on its back. It compensates for its lack of wings with fast reflexes and incredible speed.

Desert Kings. Brown dragons consider themselves the supreme rulers of their territory. Some of them live close to settlements and terrorise these from time to time. Nevertheless, folklore and legends treat the brown dragon more favourable than the blue dragons. Brown dragons and blue dragons are bitter rivals, but humans are the brown dragon's main enemy and hunt it for its hide and its treasures.

A BROWN DRAGON'S LAIR

Brown dragons live in caves deep beneath the surface of the desert. Sometimes these are the sunken ruins of an ancient civilisation. A brown dragon does not return to its lair every night and sometimes just buries itself in desert sand.

LAIR ACTIONS

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

- The dragon chooses a 10-foot square area on the ground that it can see within 90 feet of it. The ground in that area turns into quicksand. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Strength saving throw or sink into the quicksand and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in quicksand costs 2 feet of movement.
- The dragon swirls up sand. All creatures in a 15-foot-radius around it must make a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REGIONAL EFFECTS

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

- Small sand storms are common within a 6-mile-radius around the dragon's lair.
- Sources of water within 1 mile of the lair sometimes dry out over night only to reappear a couple of days later.
- Reptilians that live within 1 mile of the lair tend to have scales in shades that match the dragon's colour.

If the dragon dies, these effects fade over the course of 1d10 days with the exception of the last one.

ADULT BROWN DRAGON

Huge dragon, neutral evil

Armour Class 18 (natural armour)

Hit Points 187 (15d12+90)

Speed 60 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	13 (+1)

Saving Throws Dex +6, Con +10, Wis +7, Cha +5

Skills Perception +7, Stealth +6

Damage Immunities acid

Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 11 (7,200 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 14 (2d8+5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 13 (2d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 13 (2d6+5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sand Cloud (Costs 2 Actions). The dragon turns into a sand cloud, allowing it to move through occupied spaces, and moves up to half its land speed. It has to end its movement in an unoccupied space. Creatures in space the dragon moved through must succeed on a DC 17 Dexterity saving throw or take 9 (1d8+5) slashing damage and be blinded until the start of the dragon's next turn. Afterwards, the dragon turns back into its natural form.

ANCIENT BROWN DRAGON

Gargantuan dragon, neutral evil

Armour Class 19 (natural armour)

Hit Points 277 (15d20+120)

Speed 60 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	26 (+8)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +9, Con +14, Wis +10, Cha +8

Skills Perception +10, Stealth +9

Damage Immunities acid

Senses tremorsense 120 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.
Hit: 20 (3d8+7) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target.
Hit: 17 (3d6+7) bludgeoning damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sand Cloud (Costs 2 Actions). The dragon turns into a sand cloud, allowing it to move through occupied spaces, and moves up to half its land speed. It has to end its movement in an unoccupied space. Creatures in space the dragon moved through must succeed on a DC 20 Dexterity saving throw or take 16 (2d8+7) slashing damage and be blinded until the start of the dragon's next turn. Afterwards, the dragon turns back into its natural form.

BROWN DRAGON WYRMLING

Medium dragon, neutral evil

Armour Class 16 (natural armour)

Hit Points 19 (3d8+6)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +3, Cha +2

Skills Perception +3, Stealth +2

Damage Immunities acid

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (1d8+2) piercing damage plus 4 (1d8) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 16 (3d10) acid damage on a failed save, or half as much damage on a successful one.

YOUNG BROWN DRAGON

Large dragon, neutral evil

Armour Class 17 (natural armour)

Hit Points 57 (6d10+24)

Speed 40 ft., burrow 30 ft.

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

Saving Throws Dex +3, Con +6, Wis +5, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities acid

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

Languages Common, Draconic

Challenge 4 (1,100 XP)

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 12 (2d8+3) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 38 (7d10) acid damage on a failed save, or half as much damage on a successful one.

DEEP DRAGON

The deep dragons, sometimes called purple dragons, are a rare species of dragon that lives in the Underdark. Deep dragon hatchlings have maroon scales and are born as leg- and wingless serpents. When a deep dragon matures, it grows limbs and wings, and its scales change to a deep, rich purple, almost black. Deep dragons expertly navigate the tunnels and caverns of the Underdark and prefer to move on foot rather than use their wings.

Dragons of the Dark. Deep dragons rarely venture to the surface and even avoid the upper layers of the Underdark. When they leave their cavernous home, they do it to take revenge on somebody or retrieve stolen goods. Deep dragons can eat almost anything, but prefer aquatic beings such as clams, fish, kuo-toa, and aboleth. They keep to themselves but occasionally form an alliance with the drow.

A DEEP DRAGON'S LAIR

Deep dragons make their lairs in well-fortified caves, preferably those difficult to reach for other creatures. Such caves can only be reached by flying creatures or excellent climbers, or only through a water-filled tunnel.

LAIR ACTIONS

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

- Stalactites fall from the ceiling, striking up to three creatures underneath that the dragon can see within 60 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 7 (2d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

REGIONAL EFFECTS

The region containing a legendary deep dragon's lair is warped by the dragon's magic.

- Within 30 miles of the lair, the whispering voice of the deep dragon can be heard from shadowy corners.
- Fallen humanoids within 15 miles of the lair sometimes rise as shadows under the dragon's control.
- Reptilian figures can be seen in the shadows within 1 mile of the lair, but they disappear upon closer inspection.

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

ADULT DEEP DRAGON

Large dragon, chaotic evil

Armour Class 17 (natural armour)

Hit Points 220 (21d10+105)

Speed 40 ft., burrow 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	14 (+2)	17 (+3)	14 (+2)

Saving Throws Dex +7, Con +9, Wis +8, Cha +7

Skills Deception +7, Perception +8, Persuasion +8, Stealth +7

Damage Resistances cold, fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Draconic, Undercommon

Challenge 15 (13,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+6) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT DEEP DRAGON

Huge dragon, chaotic evil

Armour Class 19 (natural armour)

Hit Points 378 (28d12+196)

Speed 40 ft., burrow 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	24 (+7)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Dex +10, Con +14, Wis +11, Cha +10

Skills Deception +10, Perception +11, Persuasion +10, Stealth +10

Damage Resistances cold, fire

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 21

Languages Draconic, Undercommon

Challenge 22 (41,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 24 (4d8+8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 90 (20d8) acid damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 18 (3d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DEEP DRAGON WYRMLING

Small dragon, chaotic evil

Armour Class 15 (natural armour)

Hit Points 28 (6d6+6)

Speed 30 ft., burrow 15 ft., fly 40 ft., swim 30 ft.

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

Saving Throws Dex +3, Con +3, Wis +3, Cha +2

Skills Perception +3, Stealth +3

Damage Resistances cold, fire

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

Actions

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

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 16 (4d6) acid damage on a failed save, or half as much damage on a successful one.

YOUNG DEEP DRAGON

Medium dragon, chaotic evil

Armour Class 16 (natural armour)

Hit Points 142 (19d8+57)

Speed 40 ft., burrow 30 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +5, Con +6, Wis +5, Cha +4

Skills Deception +4, Perception +5, Stealth +5

Damage Resistances cold, fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Draconic, Undercommon

Challenge 8 (3,900 XP)

Actions

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

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

FANG DRAGON

Fang dragons are cunning and greedy, even when compared to other dragons. While the fang dragon is comparably small and lack a breath weapon, it is armoured with bony plates that cover its entire body and has two nasty claws at the ends of its wings. Fang dragons are clumsy fliers and prefer to use their wings for extended jumps instead of flying for a prolonged period of time. Fang dragons have grey or brown body plates, granting them camouflage in the mountain areas and barren lands they live in.

Vicious Hoarders. Fang dragon highly value treasure and do almost everything to increase the size of their hoard. Those who travel through the territory of a fang dragon are likely to have to pay a fee or be attacked. Fang dragons always hunt far away from their cave to prevent other from locating it. The only creature a fang dragon will never attack is another one of its kind. Fang dragons avoid one another and only spent a brief period of time together when they mate. Fang dragon do not have the terrifying breath that other dragons have, but are feared for their life-draining bite.

ADULT FANG DRAGON

Huge dragon, chaotic neutral

Armour Class 20 (natural armour)

Hit Points 136 (13d12+52)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +7, Con +8, Wis +6, Cha +4

Skills Perception +6, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 9 (5,000 XP)

Mimicry. The dragon can mimic the voices of humans and other creatures with a spoken language. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Natural Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in its natural environment.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 23 (4d8+5) piercing damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 32 (6d8+5) bludgeoning damage.

YOUNG FANG DRAGON

Large dragon, chaotic neutral

Armour Class 19 (natural armour)

Hit Points 75 (10d10+20)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +4, Con +4, Wis +3, Cha +1

Skills Perception +3, Stealth +4

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Mimicry. The dragon can mimic the voices of humans and other creatures with a spoken language. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Natural Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in its natural environment.

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 12 (2d8+3) piercing damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

FANG DRAGON WYRMLING

Medium dragon, chaotic neutral

Armour Class 18 (natural armour)

Hit Points 14 (4d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	7 (-2)	11 (+0)	8 (-1)

Saving Throws Dex +3, Con +2, Wis +2, Cha +1

Skills Perception +2, Stealth +3

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 1 (200 XP)

Natural Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in its natural environment.

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its claw.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) piercing damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

ANCIENT FANG DRAGON

Gargantuan dragon, chaotic neutral

Armour Class 21 (natural armour)

Hit Points 247 (15d20+80)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	22 (+6)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Dex +8, Con +11, Wis +8, Cha +5

Skills Perception +8, Stealth +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 16 (13,000 XP)

Mimicry. The dragon can mimic the voices of humans and other creatures with a spoken language. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Natural Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in its natural environment.

Actions

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

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 32 (6d8+5) piercing damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 32 (6d8+5) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 41 (8d8+5) bludgeoning damage.

MERCURY DRAGON

The mercury dragon is small compared to other dragons, but agile and highly manoeuvrable. Mercury dragons are born with scales of a dull silver that get brighter and brighter when the dragon matures. Adult mercury dragons have scales that cast perfect reflections. While generally benevolent creatures, mercury dragons are whimsical. They are unreliable, change their mind often and never stick with an idea for long.

Carefree Loners. Mercury dragons are solitary by nature. Their erratic behaviour makes it difficult for other creatures to spend prolonged periods of time with a mercury dragon. A mercury dragon's behaviour in combat is just as unpredictable: Sometimes it will parley, sometimes it attacks without warning or provocation. Mercury dragon offspring tends to leave its parents at an early age.

YOUNG MERCURY DRAGON

Medium dragon, chaotic good

Armour Class 16 (natural armour)

Hit Points 120 (16d8+48)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +6, Wis +4, Cha +5

Skills Perception +4

Damage Immunities fire, radiant

Conditions Immunities blinded

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) piercing damage plus 3 (1d6) radiant damage.

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

Radiant Breath (Recharge 5-6). The dragon exhales glistering light in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 22 (5d8) radiant damage plus 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

ADULT MERCURY DRAGON

Large dragon, chaotic good

Armour Class 17 (natural armour)

Hit Points 180 (19d10+76)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +8, Wis +6, Cha +7

Skills Perception +6

Damage Immunities fire, radiant

Conditions Immunities blinded

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

Languages Common, Draconic

Challenge 12 (8,400 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 15 (3d6+5) piercing damage plus 3 (1d6) radiant damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 15 (3d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 12 (2d6+5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The dragon exhales glistering light in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 31 (7d8) radiant damage plus 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT MERCURY DRAGON

Huge dragon, chaotic good

Armour Class 19 (natural armour)

Hit Points 300 (24d12+144)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	22 (+6)	16 (+3)	17 (+2)	19 (+4)

Saving Throws Dex +11, Con +12, Wis +8, Cha +10

Skills Perception +8

Damage Immunities fire, radiant

Conditions blindsight 60 ft., darkvision 60 ft., Immunities blinded

Senses passive Perception 18

Languages Common, Draconic

Challenge 19 (22,000 XP)

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

Actions

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

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target.

Hit: 21 (4d6+7) piercing damage plus 7 (2d6) radiant damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target.

Hit: 17 (3d6+7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target.

Hit: 21 (4d6+7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6). The dragon exhales glistering light in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 40 (9d8) radiant damage plus 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 17 (3d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A MERCURY DRAGON'S LAIR

Mercury dragons prefer to live in caves in temperate or subtropical areas and often make their home in the mountains or even on a volcano. Mercury dragons spend little time in their lair and prefer to explore the area around their territory and watch their scales glistering in the sun.

LAIR ACTIONS

- A burst of bright light originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centred on that point must make a DC 14 Dexterity saving throw or take 5 (1d10) radiant damage and be blinded until the end of its next turn.
- Magical light spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The light spreads around corners. Creatures in the area are blinded until they end their turn outside of it. If any of the effect's area overlaps with an area of darkness created by a spell of 2nd level or lower, the spell that created the darkness is dispelled.

REGIONAL EFFECTS

The region containing a legendary mercury dragon's lair is warped by the dragon's magic.

- Reflective surfaces within 30 miles of the dragon's lair sometimes show the dragon's face to those who look at them.
- Animals who spend a night within 1 mile of the lair become twitchy and unpredictable.
- Ponds and other bodies of water within 60 miles of the lair are highly reflective, even when the sun is not shining.

If the dragon dies, these effects fade over the course of 1d10 days. The sinkholes all close within this time period.

MERCURY DRAGON WYRMLING

Small dragon, chaotic good

Armour Class 16 (natural armour)

Hit Points 31 (7d6+7)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +2

Damage Immunities fire, radiant

Conditions Immunities blinded

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) piercing damage plus 3 (1d6) radiant damage.

Radiant Breath (Recharge 5-6). The dragon exhales glistering light in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 9 (2d8) radiant damage plus 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

YELLOW DRAGON

Yellow dragons are both rarer and more secretive than other dragons. Almost always solitary, they avoid both other of their kind and members of different species. Yellow dragons have a long body, elongated neck and are born with tan scales. When a yellow dragon gets older, its scales turn more and yellow. They never become reflective and don't give away the dragon's position when it is exposed to the sun.

Evil Omnivores. Yellow dragons tolerate unbearable hot and freezing cold temperatures, but prefer to live in sand deserts. A yellow dragons' territory often overlaps with that of the more common brass dragon, and the two species often come into conflict. Yellow dragons are selfish and look down on other creatures, including others of their kind. They can live off anything, even sand, but prefer fresh meat. Unhatched brass dragon eggs are considered a delicacy by yellow dragon, and one that most yellow dragons never get to taste.

YOUNG YELLOW DRAGON

Large dragon, chaotic evil

Armour Class 17 (natural armour)

Hit Points 85 (9d10+36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +3, Con +6, Wis +3, Cha +2

Skills Perception +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Multitask. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 13 (3d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage.

Sand Breath (Recharge 5-6). The dragon exhales scaling hot sand in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 17 (5d6) slashing damage an 17 (5d6) fire damage and be blinded until the beginning of the dragon's next turn on a failed save, or half as much damage on a successful one.

A YELLOW DRAGON'S LAIR

Yellow dragons live in caves near or in the desert. When a yellow dragon kills a brass dragon, it is likely to claim its lair and make it its new home. Yellow dragons enjoy the heat of the day and can sometimes be seen sitting on a large rock, absorbing heat and keeping an eye open for prey.

LAIR ACTIONS

- Rocks fall from the ceiling from a point the dragon can see within 120 feet of it and come down on a 5-foot-radius area. Each creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
- The dragon beats its wings and swirls up sand in a 30-foot radius around itself. Each creature other than the dragon in that area must succeed on a DC 14 Dexterity saving throw or be blinded until the beginning of the dragons next turn.

REGIONAL EFFECTS

The region containing a legendary yellow dragon's lair is warped by the dragon's magic.

- The area within 1 mile of the dragon' lair is devoid of animals and other creatures larger than an insect.
- Within 30 miles of the lair, sinkholes spontaneously appear and disappear just as quickly. Sinkholes can be spotted with a DC 15 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 13 Dexterity saving throw or fall 1d4x10 feet into the sinkhole.
- When the noon sun is at its height, mirages of the dragon can be seen within a radius of 30 miles around the lair.

If the dragon dies, these effects fade over the course of 1d10 days. The sinkholes all close within this time period.

YELLOW DRAGON WYRMLING

Medium dragon, chaotic evil

Armour Class 16 (natural armour)

Hit Points 15 (3d8+2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) piercing damage.

Sand Breath (Recharge 5-6). The dragon exhales scaling hot sand in a 15-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 7 (2d6) slashing damage an 7 (2d6) fire damage and be blinded until the beginning of the dragon's next turn on a failed save, or half as much damage on a successful one.

ADULT YELLOW DRAGON

Huge dragon, chaotic evil

Armour Class 18 (natural armour)

Hit Points 162 (13d12+78)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +5, Con +10, Wis +6, Cha +4

Skills Perception +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 10 (5,900 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

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

Sand Breath (Recharge 5-6). The dragon exhales scaling hot sand in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 24 (7d6) slashing damage and be blinded until the beginning of the dragon's next turn on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT YELLOW DRAGON

Gargantuan dragon, chaotic evil

Armour Class 19 (natural armour)

Hit Points 259 (14d20+112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	26 (+8)	15 (+2)	17 (+3)	13 (+1)

Saving Throws Dex +7, Con +14, Wis +9, Cha +7

Skills Perception +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Draconic

Challenge 17 (18,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales scaling hot sand in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 31 (9d6) slashing damage and be blinded until the beginning of the dragon's next turn on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 18 (2d10+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DRAGONKIN

Dragonkin are dragonlike humanoids. They live in small tribes, but can also be found in the service of human masters. Dragonkin stand eight or nine feet tall. Their scales range from a dark ochre to deep red, and their head is decisively dragonlike, with horn and a long snout. Dragonkin have long manes, and some have thin beards as well. Their wings allows them to fly, something that dragonkin sue to their advantage whenever possible. A dragonkin's tail is too short to be used in combat, its claws are not.

Magic Collectors. Dragonkin have the innate ability to detect magic. They are obsessed with magic, even compared to the desire of dragons to hoard gold and other riches. The leader of a dragonkin tribe is defined by physical strength and ownership of the most powerful magic item. Dragonkin value all kinds of magic items, including those they cannot use themselves. When a band of dragonkin encounters a group of travellers with magic items, they are almost guaranteed to attack them. When they are clearly outmatched, they will bargain for them. However, dragonkin are reluctant to use magic items in combat due to the fear of losing them.

Cult Guardians. The Cult of the Dragon, an evil organisation venerating dracoliches and other undead dragons, has brought a couple of dragonkin tribes under its control. These tribes are more disciplined and will not abandon a mission for a magic item. Some dragonkin serve the cult as guards and enforcers. The exchange, they get combat training and a steady supply of magic trinkets.

DREAD

Small undead, unaligned

Armour Class 13

Hit Points 14 (4d6)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	1 (-5)	13 (+1)	3 (-4)

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The dread makes two attacks with its scimitar.

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

DRAGONKIN

Large humanoid, lawful evil

Armour Class 15 (natural armour)

Hit Points (9d10+9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	10 (+0)	14 (+2)	13 (+1)

Senses passive Perception

Languages Common, Draconic

Challenge 3 (700 XP)

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

Magic Sense. The dragonkin can sense magic items within 60 feet of it.

Actions

Multiattack. The dragonkin makes two claw attacks..

Claw. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 17 (3d8+4) slashing damage.

Greatspear. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10+4) piercing damage.

DREAD

The dread is a floating, animated pair of skeletal arms. Dread are created by wizards and warlocks, and serve as guardians. They possess no actual intelligence, but can receive instructions during their creation. These instructions determine under what circumstances a dread will or won't attack a creature it senses. Oftentimes dread are instructed to leave intruders alone if they know a password or wear a certain emblem. Dread are usually equipped with weapons, and will use their bony fingers as claws should they be disarmed. In rare cases, dread are employed as sparring partners for wizards that enjoy fencing.

DREAD WARRIOR

Dread warriors are undead soldiers employed by the Red Wizards of Thay. They are raised from fallen warriors and were originally created by Szass Tam, Zulkir of Necromancy. Only fresh corpses are used for this process, so they retain a bit of the intelligence they possessed in life. Dread warriors have cold dead eyes, grey dried-out skin and often carry the same equipment they wore when they were killed on the battlefield. Some Red Wizards use groups of dread warriors as fearless elite troops, but most of them are employed in the defence of Thay.

Undead Veterans. Dread warriors are far more deadly than skeletons or zombies. While they are also smarter, they can only comprehend simple commands and will neither understand nor use complex tactics. Occasionally, a dread warrior gets confused or goes berserk. In this case, he turns against his allies, attacks random creatures within reach or simply runs away. Some renegade dread warriors haunt the countryside of Thay, challenging those to a fight who cross their path and terrorising the innocent.

Undead Nature. A dread warrior doesn't require air, food, drink, or sleep.

DREAD WARRIOR TEMPLATE

Any Medium humanoid can become a dread warrior. When a creature becomes a dread warrior, it retains all its statistics except as noted below.

Type. The creature becomes an undead.

Alignment. The dread warrior is neutral evil.

Intelligence. The creature's Intelligence score is halved.

Damage Immunities. The dread warrior is immune to poison.

Conditions Immunities. The dread warrior cannot be charmed, exhausted or poisoned.

Senses. The dread warrior gains darkvision with a radius of 60 feet.

Languages. The dread warrior understands the languages it knew in life but can no longer speak.

Nemesis. The dread warrior has disadvantage on attack rolls against the Witches of Rashemen or spirits under their control.

Veteran Fighter. A melee weapon deals one extra die of its damage when the dread warrior hits with it.

Devoid of Magic. The dread warrior can not cast spells or use any other magical abilities.

DREAD WARRIOR

Medium undead, neutral evil

Armour Class 17 (splint armour)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	5 (-3)	14 (+2)	6 (-2)

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

Nemesis. The dread warrior has disadvantage on attack rolls against the Witches of Rashemen or spirits allied to them.

Veteran Fighter. A melee weapon deals one extra die of its damage when the dread warrior hits with it (included in the attack).

Actions

Multiattack. The dread warrior makes three attacks with its longsword.

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

DWARF

Dwarves are a race of short bearded humanoids that can be found all over the Realms. Dwarves are traditionalists and known for their craftsmanship. The most common dwarves in Faerûn are gold dwarves and shield dwarves.

INNUGAALKALIKURIT

The innugaalkalikurit, also known as arctic dwarves, are dwarves native to the Great Glacier region. They have pale blue to white skin and white hair. Innugaalkalikuri are

broad and small even compared to other dwarves, but are physically powerful. Innugaalkalikuri like to sing, tell stories and engage in friendly brawls. They have a long-standing feud with frost giants. Innugaalkalikuri are primarily hunters and eat everything from fish to polar bears. Their favoured weapon is the eyklak, a bulky bow that fires thick arrows. Arctic dwarves are curious about exotic weapons (which to them includes most metal weapons). Some of them even collect these.

URDUNNIR

The urdunnir, also known as orecutters, are a long-forgotten race of dwarves. They look similar to mountain dwarves, with grey skin and grey hair. According to legends, they received a special blessing from Dumathoin, the Keeper of Secrets Under the Mountain: Urdunnir have the ability to pass through stone and form stone and metal with their bare hands. They use this ability to create special armour from stone. Urdunnir live in clans and are very reclusive. Their homes are decorated with fantastic works of art, and they allegedly eat gems instead of common food.

WILD DWARF

Wild dwarves, sometimes known as jungle dwarves, live in the jungles of Mhair and Chult. They are dark-skinned, short and covered in tattoos. Wild dwarves never wear clothes. Despite their savage appearance, wild dwarves do not attack outsiders without warning, though they often mistrust them. They avoid eating sapient creatures, but hunt all kinds of animals and eat whatever fruit the jungle provides them with. Wild dwarves live in polygamous groups with ever-changing members. In times of trouble, they call over groups using special war drums.

INNUGAALKALIKURIT

Small humanoid (dwarf), lawful neutral

Armour Class 12 (fur tunic)

Hit Points 11 (2d6+4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	9 (-1)

Damage Resistances cold

Senses passive Perception 11

Languages Dwarvish

Challenge 1/4 (50 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

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

WILD DWARF

Small humanoid (dwarf), lawful neutral

Armour Class 12

Hit Points 18 (4d6+4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	8 (-1)

Damage Resistances poison

Senses passive Perception 12

Languages Dwarvish

Challenge 1/2 (100 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Blowpipe. *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target is unconscious while poisoned in this way, and can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. Wild dwarves are not affected by the poison.

URDUNNIR

Medium humanoid (dwarf), neutral

Armour Class 18 (stone armour)

Hit Points 34 (4d8+16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	12 (+1)	15 (+2)	8 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 12

Languages Dwarvish

Challenge 1 (200 XP)

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

Stone Walk. The dwarf can pass through stone and earth as if they were air. It can carry up to twice its own body weight while doing so.

Actions

Multiattack. The dwarf makes two attacks with its warhammer.

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

Shaper. The dwarf can shape a stone, gem, or metal object of Medium size or smaller no more than 5 feet in any dimension into any shape that suits its purpose. If the object is worn or carried by a creature, the creature can avoid the object being shaped with a DC 10 Dexterity saving throw.

ELEPHANT BIRD

The elephant bird is man-sized large bird of prey with green plumage and a curved yellow beak. Male elephant birds often have red stripes reaching down to their tail feathers. These birds have a prominent gullet dangling from their throats. This gullet is used to store and heat up rocks. In combat, elephant birds use these rocks against their prey. Elephant birds live in flocks in the jungle and the savannah. They never leave a flock unless accompanied by a couple of other birds. It is said that a hungry flock of birds is powerful enough to kill a grown elephant.

ELEPHANT BIRD

Medium beast, unaligned

Armour Class 13

Hit Points 45 (6d10+12)

Speed 10 ft., fly 60 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Actions

Multiattack. The elephant bird makes two attacks with its beak.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 2 (1d4) fire damage.

ELF

The elves are a race of humanoids mostly found in forests and the wilderness. They are known for their grace and their magical nature, and are divided into many subraces.

ROCKSEER

The androgynous rockseer elves are the rarest of elvenkind in all of Faerûn. They are very tall for elves, with pale skin, long silver hair and ice-blue eyes. The rockseer live deep in the Underdark and shun all other races. Rockseer live more than a millennium, but are few in number and generally avoid conflict. Oftentimes, they simply make their escape or use their innate ability to hide in stone. However, if one of their own is threatened, rockseer fight to the death. Unlike many other kinds of elves, they rarely use bows.

Lost Ones. Rockseer elves have been separated from other elves since mythic times. According to their own lore, their ancestors fled when Corellon Larethian, Creator of the Elves, was battling Lolth, and took refuge deep underground. Rockseer know the drow and avoid them whenever possible, but are unaware of the surface elves. Some rockseer are wizards or sorcerers, but no clerics can be found among them. The rockseer believe themselves to be shunned by higher powers and worship has become an alien concept to them.

ROCKSEER

Medium humanoid (elf), neutral

Armour Class 16 (leather armour)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	15 (+2)	16 (+3)	8 (-1)

Skills Perception +5, Stealth +6

Conditions Immunities petrified

Senses darkvision 120 ft., passive Perception 15

Languages Rockseer Elvish

Challenge 200 (1 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Actions

Multiattack. The elf makes two attacks: one with its longsword and one with its spear.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) slashing damage.

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

Stone Step. Using its movement, the elf steps into a stone object or surface large enough to fully contain its body and its equipment. It can step in no deeper than necessary to fully merge with the stone. Once inside, the elf can't be detected by nonmagical senses. It can cast spells, but can otherwise only move to leave the stone. Minor damage to the stone does not harm the elf, but its partial destruction forces it to leave the stone and deals 7 (2d6) points of bludgeoning damage to the elf. The stone's full destruction kills the elf. If expelled, the elf falls prone in the nearest unoccupied space next to the stone.

AVARIEL

The avariel resemble high elves, except for one stunning characteristic: A pair of large feathered wings. These winged elves are among the oldest elven races. Some even say that all other elves descent from the avariel, but lost their wings millennia ago. They are very reclusive and dwell in isolated forest or mountains. When members of a hostile race discover an avariel settlement, they are hunted relentlessly. If possible, winged elves avoid to reveal the location of their homes even to peaceful and friendly creatures.

Fragile Flyers. Avariel have light bones and are more fragile than any other elven race. Their wings are highly susceptible to fire, which is why winged elves generally mistrust those who use fire magic. Using fire against one another is considered an unspeakable sin among the avariel. Winged elves enjoy long flights on sunny days. Some of them are quite arrogant and see themselves as superior to groundlings. Occasionally, an avariel makes contact with humans or other earthbound races and pretends to be a divine messenger or another higher being.

AVARIEL

Medium humanoid (elf), neutral good

Armour Class 13

Hit Points 13 (3d8)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	15 (+2)	14 (+2)	11 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Elvish

Challenge 1/4 (50 XP)

Claustrophobia. While indoors or underground, the elf has disadvantage on attack rolls and saving throws.

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

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

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 4 (1d8) slashing damage.

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

AQUATIC ELF

Aquatic elves or sea elves are an ocean-dwelling offshoot of the elven race. Aquatic elves have pale skin and blue to green hair. Their gills allows them to breathe water, and aquatic elves can survive on land for about an while. They avoid land dwellers and most other aquatic races. Sahuagin and sea elves are bitter enemies and have been at a constant state of war for centuries. Sometimes a sea elf community is infiltrated by a malenti, a sahuagin born with the looks of an elf. This also hints at a blood bond between the these two races.

AQUATIC ELF

Medium humanoid (elf), chaotic good

Armour Class 12

Hit Points 9 (2d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	16 (+3)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Sahuagin

Challenge 1/4 (50 XP)

Aquatic. The elf can survive for 1 hour while on land.

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Actions

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

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

FACHAN

Superficially similar to ogres and orcs, the fachan is one of the stranger creatures found in Faerûn. It possess only one eyes, leg, and arm. The fachan's skin varies from a mottled green to dark grey, but its hair is always long and black. Despite its lack of a second leg or arm, the fachan is by no means clumsy. It hops surprisingly fast and wields one-handed weapons with ease. Some orc tribes believe that fachans are blessed by Gruumsh and refer to these creatures as "gruumshkin".

Cruel Predators. Fachans enjoy the taste of humans, elves and other sapient creatures. They are cruel beings that like to play with their prey instead of killing it fast and in a clean way. Even other evil races avoid fachans, as they have a reputation of being unpredictable. Fachans are excellent swimmer and live in half-submerged lodges. Most fachans live in the Spider Swamps of Calimshan, but fachans can be found as far north as the Ostraun Mountains of Turmish.

FAFACH

Small monstrosity, neutral evil

Armour Class 12

Hit Points 45 (10d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages Giant, Orc

Challenge 3 (700 XP)

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

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

Actions

Multiattack. The fachan makes two attacks: one with its club and one with its bite.

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 13 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FIRENEWT

FIRENEWT

Medium humanoid, neutral evil

Armour Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 40 ft.

Damage Resistances fire

Senses passive Perception 10

Languages Draconic

Challenge 1/2 (100 XP)

Actions

Multiattack. The firenewt makes two attacks: one with its fire breath, and one with its longsword or its pike.

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

Pike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+1) piercing damage.

Fire Breath (Recharge 5-6). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) fire damage.

Firenewts are cruel and aggressive relatives of lizardfolk. They have sepia-coloured scales, dark at the spine and almost white at their belly. Firenewts are highly resistant to heat and can be found in the volcanic regions throughout Faerûn, including the Peaks of Flame, the region around the Lake of Steam and Arnrock Island as well as Mount Hotenow and the mountains of Turmish.

Vicious Marauders.

Firenewts live in a martial society dominated by priests. They are hostile to almost every other species they encounter and constantly wage war against their neighbours, which often are other firenewts tribes. Due to the hostile terrain they live in, other races rarely invade firenewt territory. A tribe's strongest warriors ride giant striders, beasts native to the same volcanic regions the firenewts live in. Very rarely, firenewts are ally with powerful creatures, such as fire giants.

Carnivorous Reptiles. Strictly carnivorous, firenewts hunt and eat every creature they can overcome. They like to slowly roast their (sometimes living) prey over fire and are not above eating firenewts from other tribes. Destroying the hatching ground of a hostile tribe is considered to be a great honour among firenewt warriors.



FIRESTAR

Firestars, also known as moondancers, are spherical glowing beings that roam hill and forests. They are often confused with will-o'-wisp, with whom they share a similar appearance. However, the firestar has none of the will-o'-wisp's malignancy. When left alone, it does not bother travellers or other creatures. Firestars communicate by changing their illumination levels. They can't speak, but can be taught to understand vocal languages. During the night, they can be seen dancing in the air, forming mysterious patterns. During the day, firestars rest, absorbing the rays of the sun. While they rest, firestars can be mistaken for exotic stone or ornamented eggs. Resting firestars are sometimes collected by travellers. At nightfall, the firestar awakes and reveal its true self.

Fire Eaters. Firestars feed on heat and electricity. While they do not harm other beings intentionally unless they have to defend themselves, firestars sometimes consume a torch or a campfire, leaving its owner in darkness. Most magic has no effect on a firestar. Fire and lightning magic is even absorbed by a firestar, and only cold-based spell can damage them.

FIRESTAR

Tiny aberration, neutral

Armour Class 15

Hit Points 20 (8d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	10 (+0)	14 (+2)	15 (+2)	10 (+0)

Damage Immunities fire, lightning, poison

Conditions Immunities blinded, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Firestar

Challenge 1 (200 XP)

Energy Absorption. Whenever the firestar is subjected to fire or lightning damage, it takes no damage and instead regains a number of hit points equal to the fire or lightning damage dealt.

Ephemeral. The firestar can't wear or carry anything.

Magic Protection. The firestar is not affected by magic with the exception of spell used for communication, detection, magic missile and spells that deal cold damage.

Variable Illumination. The firestar can control its illumination level. When the firestar reduces its brightness to total darkness, it is not visible in dim or darker lighting conditions.

Actions

Shock. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* 10 (3d6) lightning damage.

FOULWING

The foulwing is malicious predator sometimes found in the service of evil humans. Native to the Realms now, foulwings are assumed to have come from a different plane of existence. They have dark, toadlike bodies, a pair of leathery wings, and four legs that end in rubbery fingers suitable to cling to surfaces. A foulwing's eyes are red and faceted, its vaguely equine head possesses no less than three jaws. Since their arrival, some foulwings have mated with wyverns, creating abominations known as foulverns.

Misshapen Mounts. Though rather clumsy flyers, foulwings are sometimes tamed by evil humans and serve them as mounts. Wild foulwings are either solitary hunters or live on flocks. Flocks of foulwings are dominated by its strongest member and hunt together to bring down large prey. Foulwing meat is heavy, oily and foul in taste; many powerful predators simply avoid foulwings because of that.

FOULWING

Large aberration, chaotic evil

Armour Class 16

Hit Points 105 (14d10+28)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-2)	11 (+0)	6 (-2)

Senses darkvision 90 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Actions

Multiattack. The foulwing makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d10+3) piercing damage.

Caustic Breath (Recharge 5-6). The foulwing exhales ammonia in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw or be poison for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FROST

Frosts, sometimes called snow fairies, snow sprites, or winterfolk, are tiny fey creatures native to the boreal forest of the north. They are thin and elfin, with wings like those of a bee, blue skin, and silver hair. Like many fey, frost like to play pranks to other creatures, but keep those to a minimum. Their pranks usually involve shaking snow down on someone or hiding an icicle in their sleeping bag.

Nomads of the North. Frosts tend fight only to defend themselves or to assist others, though larger groups of frosts sometimes engage evil creatures that enter their realm. Frosts carry tiny daggers made of ice, but prefer to use ranged weapons and stay of their opponent's reach if possible. They live in family groups and, nomadic in nature, constantly travel around and rarely stay in one place for more than a year. Frosts love gem and crystals, and sometimes go on expeditions to search for such treasures.

FROST

Tiny fey, neutral good

Armour Class 14

Hit Points 2 (1d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	10 (+0)	15 (+2)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +6

Damage Immunities cold

Senses passive Perception 12

Languages Auran, Elvish

Challenge 1/4 (50 XP)

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

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d2) slashing damage.

Shortbow. *Ranged Weapon Attack.* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage

Cold Ray (Recharge 5-6). A ray of cold springs from the frost's hands in form of a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or no damage on a successful one.

Invisibility. The frost magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the frost wears or carries is invisible with it.

GAMBADO

The gambado is a strange creature. It has a muscular human torso that ends in a single leg with three curved claws. The gambado's legs can be compressed, allowing it to hop like a spring. What seems to be the gambado's skull-like head is in fact the head of another creature worn as a helmet. Gambado that live on the surface often wear horned skulls and skulls of exotic and rare animals. Those that live underground prefer human skulls. Some gambado are solitray, others live in families and hunt together.

Obsessed Collectors. The gambado hides in a well-disguised pit in the ground. When a creature passes by, it jumps out of the pit and takes its prey by surprise. Gambado sometimes kill sapient creatures, but do not hunt them specifically. They have no interest in treasure with the exception of coins, gems and small pieces jewellery. These will be hidden and meticulously sorted by size, colour, and type. Every now and then, the gambado uncovers its hoard to admire it.

GAMBADO

Medium monstrosity, chaotic neutral

Armour Class 13 (natural armour)

Hit Points 33 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills Stealth +3

Senses passive Perception

Languages Common

Challenge 1 (200 XP)

Surprise Attack. If the gambado surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 4 (1d8) damage from the attack.

Actions

Multiattack. The gambado makes two claw attacks.

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

GHAUNADAN

GHAUNADAN

Medium ooze (shapechanger), chaotic evil

Armour Class 15 (natural armour)

Hit Points 71 (13d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	14 (+2)	10 (+0)	16 (+3)

Skills Deception +6, Persuasion +6

Damage Resistances acid, bludgeoning

Conditions Immunities blinded, charmed, deafened, prone

Senses blindsight 60 ft., passive Perception 10

Languages Common, Undercommon (can't speak in ooze form)

Challenge 5 (1,800 XP)

Shapechanger. The ghaunadan can use its action to polymorph into one unique beautiful humanoid, usually a human male or drow female, or back into its true form, which is that of an ooze. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amorphous (Ooze Form Only). The ghaunadan can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb (Ooze Form Only). The ghaunadan can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam (Ooze Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage plus 4 (1d8) acid damage. If the target is a creature other than an undead, it must succeed on a DC 13 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Ooze Charm. The ghaunadan gazes at one creature other than an undead it can see within 30 feet of it. If the target can see the ghaunadan, it must make a DC 13 Wisdom saving throw. On a failed save, the target becomes charmed. While charmed this way, the targets regards the ghaunadan as friendly. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this ghaunadan's Charm for the next 24 hours. It can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

In its natural from, the ghaunadan resembles an ooze not unlike green slime or an ochre jelly. Unlike others oozes, ghaunadan are vicious and highly intelligent. They can form their body and assume the form a humanoid, often a human male and sometimes a drow female. In humanoid form, they walk among members of other races, undetected. I humanoid form, ghaunadan looks stunning, a trait they often use to their advantage.

Servants of the Elder Eye. The ghaunadan were created by Ghaunadaur, god of oozes and abominations, and many serve him actively. Several groups of them live in Undermountain close to Waterdeep and Skullport, and some

have infiltrated Waterdeep itself. Few are even aware that ghaunadan exist, and some think of them merely as intelligent oozes.

GIANT

Giants are humanoid creatures of great strength and size. They are a diverse group of creatures and inhabit a wide range of climates. Some of them, the true giants, trace their ancestry all the way back to the giant gods Annam All-Father and Othea.

FOG GIANT

Fog giant are closely related to cloud giants. While they look primitive and wear simple cloths, fog giants are quite intelligent more sophisticated than tales and folklore give them credit for. A fog giant's skin is of milky white, its hair is long, wavy and silver. Fog giants never wear beards. Their appearance aids their natural ability to blend into fog and mist.

Artisans and Athletes. Fog giants live in caves, which gives the impression that they closer to hill giants than cloud giants. However, fog giants enjoy fine craftsmanship and often carry huge ornamented clubs made of bleached wood or polished bone. They are proud of their physical strength and enjoy throwing games and physical exercise.

Stealthy Hunters. Despite their size, fog giants are quite stealthy. They live in swamps, forest and near the coast, where the fog gives them cover. Fog giants prefer to eat cooked meat and like the taste of hooved creatures such as horses, deer, or elk. Evil fog giants also eat sapient creature such as centaurs and unicorns. Due to their size, fog giants require a large territory. This area is marked with boulders. When strangers travel through fog giant territory, good fog giants will simply tell them to leave, whereas evil ones are likely to attack them without warning.

FOG GIANT

Huge giant, chaotic good (50%) or chaotic evil (50%)

Armour Class 15 (natural armour)

Hit Points 175 (14d12+84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	23 (+6)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +4, Con +10, Cha +4

Skills Athletics +12, Perception +6

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Child of the Fog. The giant has advantage on Dexterity (Stealth) checks while in its natural environment. Its vision is not obscured by mundane or magical fog.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 35 (6d8+8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

MOUNTAIN GIANT

Mountain giants are not unlike hill giants, but stand far taller and live in mountainous regions. They have light brown to red skin and black hair. Both genders wear hides and furs. Mountain giants can oftentimes be detected from afar by their stale reek. They are cruel creatures and like to hunt other sapient creatures for sport.

Scattered Hunters. Mountain giants live in family units. The females and young often remain the caves they live in and are rarely seen. Several mountain giant families for a loose tribe. The spiritual leader of a mountain giant tribe is rumoured to be a shaman. These shamans apparently live in solitude and are guarded by hill giants, ogres, and similar creatures. When the need arises, they give counsel to the heads of the families of their tribe or coordinate the different families. Mountain giants are primarily hunters and eat all kinds of other creatures.

Evil Summoners. In combat, mountain giant use greatclubs and throw boulders. If possible, they take the high ground and bombard their opponents with rocks; otherwise, they go straight into close combat, reassured by their physical power. Despite their low intelligence and lack of sophistication, mountain giants possess a unique ability: They can call other evil giant to their aid. This call is usually only heard by weaker giants such as ogres, trolls and hill giants. Mountain giants have a limited amount of control of these summoned giants. The origin of this ability is unknown and can neither be explained by scholars nor by the mountain giants themselves.

MOUNTAIN GIANT

Huge giant, chaotic evil

Armour Class 14 (natural armour)

Hit Points 150 (12d12+72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	22 (+6)	9 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +2, Con +9, Wis +3

Skills Perception +3

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

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

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

Summon Giants (1/Day). Once per day, a mountain giant can attempt to summon other creatures to its aid. The call has a 25% chance to succeed. If successful, the giant summons 1d8+1 ogres (60% chance), 1d6+1 trolls (30% chance), or 1d4+1 hill giants (10% chance). It takes 1d6 turns for the creatures to arrive, and they can only be called if they live in the general area. The creatures stay with the giant until killed, dismissed or until another summoning. The mountain giant can give orders to the creatures, but it does not have full control over them. The creatures value their own lives and might not fight to the death.

PHAERLIN GIANT

Centuries ago, the phaerimms enslaved a group of stone giants and twisted them with powerful magic. The result were feral hunched creatures that now roam the Underdark. Phaerlin giants have the grey skin of the stone giants they once were, yellow eyes, long teeth and bestial features. They use their hands when they walk and are rather clumsy. Phaerlin giants can use weapons but prefer to attack with their fists and teeth instead. Their skin is incredibly tough, and their backs are covered with crimson plates similar to those of some beholders.

Tragic Savages. Nothing of giant culture is left in the phaerlin giants. Those still under the control of the phaerimms follow their order without questions. Independent phaerlin giants as less reckless and show a sense of self-preservation. Phaerlin are named for the part of the Underdark under the desert of Anauroch they originate from. Other giants view these degenerate creatures with pity. Stone giants are likely to kill phaerlin giants on sight to end their miserable existence.

PHAERLIN GIANT

Huge giant, neutral evil

Armour Class 17 (natural armour)

Hit Points 8d12+40 (92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (-1)	20 (+5)	8 (-1)	8 (-1)	9 (-1)

Senses darkvision 120 ft., passive Perception 9

Languages Giant

Challenge 4 (1,100 XP)

Fear Aura. Any creature hostile to the giant that starts its turn within 20 feet of the giant must make a DC 10 Wisdom saving throw, unless the giant is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the giant's Fear Aura for the next 24 hours.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in the underground.

Actions

Multiattack. The giant makes two attacks: one with its bite and one with its slam.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8+4) bludgeoning damage.

GIBBERLING

At first glance, a horde of gibberlings - for they always come in hordes - appears to be nothing but a screaming mass of fur and flesh. Closer observation shows that the horde consists of short, hunchbacked individuals with dark leonine manes, white eyes, overly long arms, and hideous faces. Originally from the depths of the Underdark, large swarms of gibberlings sometimes makes their way to the surface.

Ravenous Horde. Gibberlings always appear in huge numbers and devour every creature they come across, the fallen among their own numbers included. Structures are destroyed, and there are reports of entire villages that have been razed by gibberlings. Gibberlings only ever stop to kill something or if they face a powerful opponent. The only thing they seem to avoid consciously is fire.

Mysterious Swordsmen. Despite their apparent lack of a society or a culture, gibberlings often carry swords. Nobody knows where they get these swords, or who trained them in their use. Any attempts to follow the track a gibberling horde back into the Underdark failed to reveal any kind of lair. Likewise, communicating with gibberlings seems to be impossible. Gibberlings are clearly able to speak to one another, but none of them seems to speak any language but their own incomprehensible tongue. Like so much about the gibberlings, this language remains a mystery to others.

GIBBERLING

Small humanoid, chaotic evil

Armour Class 12

Hit Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	8 (-1)	7 (-2)

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Gibberling

Challenge 1/4 (50 XP)

Bunching. Gibberlings crawl over one another with ease. Up to three gibberlings can occupy the same space.

Gibbering. Any creature except for gibberlings that starts its turn within 30 feet of a group of ten or more gibberlings must make a DC 10 Wisdom saving throw, unless all gibberlings incapacitated. On a failed save, the creature has disadvantage on attack rolls until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the gibbering for the next 24 hours.

Sunlight Sensitivity. The gibberling has disadvantage on Wisdom (Perception) checks while exposed to bright light.

Actions

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

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

GOBLIN, DEKANTER

Dekanter goblins are a race created from common goblins but bear little resemblance to their smaller and cowardly cousins. Dekanter goblins have brown to orange skin, black hair, and a horn not unlike that of a rhino. They are as tall as human, broad-shouldered and rather muscular. A Dekanter goblin's hands end in sharp claws. They can manipulate tools and weapons, but generally prefer to attack with their horn and claws. Dekanter goblins fight viciously, be because their master commanded them to do so, their lair is under attack or they simply wish to kill whomever they came across.

Minions of the Beast Lord. The only place where Dekanter goblins have been sighted are mines of Dekanter in the Greypeak Mountains west of Anauroch. These mines were a major source of iron of the Netherese Empire and were later turned into a magical laboratory. Now the mines have been overrun by goblins and gargoyles, but one powerful mage remains: The Beast Lord. The Beast Lord is allegedly an alhoon, a mind flayer that has been transformed into a lich, and breeds the Dekanter goblins for his dark schemes.

DEKANTER GOBLIN

Medium humanoid (goblinoid), lawful evil

Armour Class 15 (natural armour)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 13

Languages Goblin, Undercommon

Challenge 1/2 (200 XP)

Charge. If the goblin moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Regeneration. The goblin regains 3 hit points at the start of its turn.

Actions

Multiattack. The goblin makes two attacks: one with its horn and one with its claws.

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

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

GOLEM

Golems are magically created constructs. They are designed for specific purposes and never tire. Many golems are powerful combat machines, but some are built for other tasks.

GEMSTONE GOLEM

Gemstone golems were originally created by the god-kings of Mulhorand, one of the Old Empires. Centuries later, the secret to their construction was re-discovered by Aznar Thrul, Red Wizard and Zulkir of Evocation. Gemstone golems have since become more widespread again. Thrul intended to use them against the Witches of Rashemen, but these golems are used by and against other Red Wizards just as much.

The most simple gemstone golem is the ruby golem, which appears as a crystalline humanoid statue. A more advanced gemstone golem, the emerald golem, is often resembles a human male with perfect physique. Lastly, there is the diamond golem. It is usually designed as a warrior with shield and sword, even though these are merely for decoration. It is assumed that gemstone golems can be made from other precious stones too, but none of these gemstone golems been sighted in recent times.

RUBY GOLEM

Large construct, unaligned

Armour Class 16 (natural armour)

Hit Points 102 (12d10+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 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 saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Nemesis. If the golem fails a saving throw against an attack or spell from a Witch of Rashemen or a spirit allied to them, it can choose to re-roll it once.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10+5) bludgeoning damage.

EMERALD GOLEM

Large construct, unaligned

Armour Class 17 (natural armour)

Hit Points 133 (14d10+56)

Speed 20 ft.

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

Damage Resistances lightning

Damage Immunities acid, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 8 (3,900 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

Nemesis. If the golem fails a saving throw against an attack or spell from a Witch of Rashemen or a spirit allied to them, it can choose to re-roll it once.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Lightning Blot (Recharge 5-6). A lightning bolt blasts out from the golem's hands. It forms a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Poison Cloud (Recharge 6). The golem creates a 20-foot-radius sphere of poisonous gas around itself. Each creature in the area must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

DIAMOND GOLEM

Large construct, unaligned

Armour Class 18 (natural armour)

Hit Points 168 (16d10+90)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities acid, fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 12 (8,400 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

Nemesis. If the golem fails a saving throw against an attack or spell from a Witch of Rashemen or a spirit allied to them, it can choose to re-roll it once.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 40 (6d10+7) bludgeoning damage.

Blinding Light (Recharge 5-6). A beam of bright light emerges from the golem's hands. It forms a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 16 Constitution saving throw, taking 28 (8d6) radiant damage and are blinded until the start of the golem's next turn on a failed save, or half as much damage on a successful one and aren't blinded.

Diamond Shards (Recharge 6). The golem emits a cloud of tiny diamond chips in a radius of 20 feet around itself. Each creature in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much damage on a successful one.

LIGHTNING GOLEM

The lightning golem is a construct in form of a golden humanoid framework. Once animated, it discharges and arcs of electricity can be seen all over its body. Lightning golems are surprisingly fast. They are often used as guardians and have a rudimentary intelligence that allows them to understand relatively complex orders. In combat, a lightning golem often dashes into a group of enemies, trying to shock as many of them as possible with a discharge of electricity.

LIGHTNING GOLEM

Medium construct, unaligned

Armour Class 16 (natural armour)

Hit Points 112 (15d8+45)

Speed 40 ft.

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

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 7 (2,900 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+3) bludgeoning damage plus 9 (2d8) lightning damage.

Lightning Arc (Recharge 5-6). The golem targets a creature it can see within a range of 30 feet, which it hits by a lightning bolt. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target must make a DC 14 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

MAGIC GOLEM

The magic golem appears as a tall humanoid figure made of the dazzling substance that is pure magic. Unlike most other golems, the magic is not formed and animated, but the result of an incident in a zone of wild magic. Zhentarim wizards discovered these unique creatures and brought a few of them under their control.

Made of Magic. A magic golem is created from a humanoid exposed to a spontaneous magical effect in a wild magic zone. The Zhentarim apparently managed to create magic golems deliberately using unwilling subjects, but the process is rumoured to be complicated and highly unreliable. Magic golems constantly absorb whatever magical energies surround them. They are encircled by a zone devoid of magic. An exception to this is the golem's own magic which it releases every now and then due to its link to wild magic.

MAGIC GOLEM

Large construct, unaligned

Armour Class 18 (natural armour)

Hit Points 180 (24d10+48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from magical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 10 (5,900 XP)

Antimagic Sphere. The golem is surrounded by a 20-foot-radius antimagic sphere. Within this sphere, spells can't be cast, summoned creatures disappear. Spells and other magical effects, except those created by an artefact or a deity, are suppressed in the sphere and can't protrude into it. Spell effects and spells that enter the sphere simply disappear. A slot expended to cast a spell in the sphere is consumed. A magic golem's abilities are not affected by the sphere.

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

Magic Resistance. The golem always succeeds on saving throws against spells and other magical effects unless it deliberately chooses not to.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two attacks with its magic blast. If it can use its magic flare, the golem uses that as well.

Magic Blast. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (5d10+6) force damage.

Magic Flare (Recharge 5-6). The golem causes a random magical effect of the ones listed below:

1. **Antimagic Blast.** Magic effects on all creatures and objects within a 120-foot-radius feet around the golem end. If there multiple magic effects on a creature or object, a random one ends.

2. **Fire Ring.** Fire surrounds the golem in a 10-foot-radius until the beginning of its next turn. Creatures who are in the ring when it appears or end their turn there must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage, or half as much damage on a successful save.

3. **Blinding Light.** Multicoloured light surrounds the golem in a 120-foot-radius. Creatures in the area must succeed on a DC 15 Constitution saving throw or be blinded until the end of their next turn.

4. **Petrification.** A random creature within 60 feet of the golem creature must make a DC 15 Dexterity saving throw. On a failed save, the creature is petrified until freed by the greater restoration spell or other magic.

5. **Tremor.** The ground within a 60-foot-radius around the golem shakes. Creatures in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) bludgeoning damage, or half as much damage on a successful save. Creatures that fail their saving throw fall prone. The ground in the area becomes difficult terrain.

6. **Time Freeze.** Within a 60-foot-radius around the golem, time temporarily freezes for 1d4+1 turns for all creatures and objects. The golem is unaffected and can move and use actions as normal. The zone does not move with the golem. The effect ends prematurely when the golem touches or damages a creature within the zone or an object it does not carry itself.

GREATSWAN

Greatswans are huge swan raised by the elves. They serve as pets, guardians and war mounts. Greatswans are fierce fighters and, just like common swans, can be vicious and mean-spirited. Other than that, they are graceful, majestic birds.

War Birds. A greatswan can carry up to two elf-sized riders; oftentimes one rider will lead the swan while the other one is a scout or archer. Very few greatswans live outside elven communities. The elves are reluctant to release any of these swans since they consume large amounts of food and might upset the natural balance in their territory.

GREATSWAN

Large beast, chaotic good

Armour Class 13

Hit Points 45 (6d10+12)

Speed 20 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages understands Elvish but can't speak

Challenge 2 (450 XP)

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

Actions

Multiattack. The greatswan makes two attacks: one with its beak and one with its wings.

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

Wings. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage, and the target must make a DC 14 Dexterity saving throw or be blinded until the end of its next turn.

HAG, BHEUR

According to legend, the bheur - sometimes known as the blue hag - is the bringer of winter in Rashemen. Tales and folklore are uncertain whether there is only a single bheur or many, but all agree that she appears as an old women with grey hair, pale skin, sunken eyes and a voice as icy as a snow storm. The bheur always carries a staff. It looks like an ordinary wooden staff, but in the hands of the bheur, it holds power over the coldness of the winter.

Winter Hag. Some tales describe bheur as a hideous crone that wants to engulf the world in eternal winter, only to be driven back by the arrival of spring, sometimes said to be brought by the oldest of the Witches of Rashemen. Other stories describe her more positive and as a force necessary to maintain the natural balance of seasons. Some even say that the blue hag is merely attracted by winter and does not bring it herself. These tales often mention that the bheur likes to prey upon lone travellers, freezes their bodies and devours them.

BHEUR

Medium fey, chaotic evil

Armour Class 18 (natural armour)

Hit Points 136 (16d8+64)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Dex +5, Int +4, Wis, +6

Skills Perception +6

Damage Resistances fire; piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities cold

Conditions Immunities charmed

Senses passive Perception 16

Languages Common, Primordial

Challenge 7 (2,900 XP)

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

Actions

Cold Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) cold damage plus 9 (2d8) necrotic damage.

Frost Ray (Recharge 5-6). Unnaturally cold air emerges from the hag's staff in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

Conc of Ice (Recharge 5-6). The hag's staff emits ice crystals in a 10-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also paralysed until the beginning of the hag's next turn.

HAMADRYAD

HAMADRYAD

Medium fey, neutral

Armour Class 13

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 2 (450 XP)

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

Speak with Beasts and Plants. The hamadryad can communicate with beasts and plants as if they shared a language.

Trackless Step. In natural surroundings, the hamadryad leaves no trail. She can only be tracked if she desires to leave a trail.

Tree Stride. Once on her turn, the hamadryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 120 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Treebound. When a hamadryad's tree is destroyed, the hamadryad dies.

Actions

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

Fey Charm. The hamadryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the hamadryad, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. If the target is a beast, it has disadvantage on its saving throw. The charmed creature regards the hamadryad as a trusted friend to be heeded and protected. Although the target isn't under the hamadryad's control, it takes the hamadryad's requests or actions in the most favourable way it can. Each time the hamadryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the hamadryad's Fey Charm for the next 24 hours. The hamadryad can have no more than one humanoid and up to three beasts charmed at a time.

Thorn Cage (Recharge 4-6). The hamadryad chooses a spot within 60 feet of her. Thorny vines shoot from the ground on that spot. Each creature in a 15-foot-radius centred on that point must make a DC 15 Dexterity saving throw. A target takes 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw is also restrained for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures of the dryad's choice are not affected by this attack.

The hamadryad appears as a beautiful human or elfen woman with striking green eyes and green hair. Like common dryads, hamadryads are bound to tree, and possess the ability to charm other creatures. Hamadryads shun physical combat and use charmed creatures for their protection. They do not need to eat and live off water and sunlight alone. A hamadryad that is forced to spend a prolonged period of time indoors or underground will suffer.

Tree Children. A hamadryad's tree is almost always an old oak tree in an even older forest. The tree does not show magical properties, and it is almost impossible for an outsider to determine whether or not a hamadryad is bound to a certain tree. Hamadryads can move as far away from their tree as they want, but avoid doing so. When a hamadryad travels, she leaves animals behind as guardians or ask other sylvan beings such as centaurs, treants or druids to look after her tree. Hamadryads are mostly friendly creatures, but have little reluctance to kill strangers or use them for their own needs when they consider it to be necessary.

HENDAR

Large monstrosity, neutral (50%) or neutral evil (50%)

Armour Class 14 (natural armour)

Hit Points 97 (13d10+26)

Speed 20 ft., fly 60 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	14 (+2)	7 (-2)

Skills Perception +4

Senses **passive** Perception 14

Languages —

Challenge 4 (1,100 XP)

Amphibious. The hendar can breathe air and water.

Cold Susceptibility. When the hendar takes cold damage, it can't use its multiattack during its next turn.

Actions

Multiattack. The hendar makes two attacks: one with its bite and one wing attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Wing Attack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) bludgeoning damage.

HENDAR

The hendar resembles a large worm with bat wings and the head of a horse. Its body is black with blue and purple iridescence, its mane white and its eyes a fiery red. When angry, the hendar sometimes emits deep, roaring noises and blows steam from its nostrils. Hendar are always found alone, except during mating season. Even then, hendar tend to be aggressive towards others of their kind.

Amphibious Predators. The hendar lives in marshes and caves near the coast. It can breathe both air and water, and uses this advantage when it hunts. Hendar like to grab land dwellers and drown them, or drag aquatic creatures out of the water and let them suffocate. Hendar hunt everything

edible, and the more malicious ones even attack travellers or settlements. Hendar hate the cold and hibernate during the winter.

HYBSIL

The hybsils are woodland nomad that resemble small centaurs. They have the striped body of an antelope instead of than of a horse. Both sexes have antlers, the males ones being large and forking, the females ones being smaller and straight. Hybsils are semi-nomadic and live in tribes of about two dozen individuals led by the oldest members. They roam over vast forests and plains in search for food and to preserve their isolation from other races. Hybsils are known to live in the Border Forest, the Reaching Woods, and the Trollbark Forest.

Xenophobic Isolationists. Hybsils are generally peaceful, but avoid the company of nonhybsils, other fey and sylvan creatures included. Many hybsils tribes have been betrayed by outsiders in the past; now hybsils consider all strangers as untrustworthy until proved otherwise. Hybsil antlers have magical properties. The alchemists of Zhentil Keep are known to pay well for intact hybsil antlers still attached to their scalp, and some hybsils started to waylay Zhentish travellers in retaliation.

HYBSIL

Small fey, neutral good

Armour Class 13

Hit Points 11 (2d6+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	13 (+1)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +5

Damage Immunities poison

Conditions Immunities poisoned

Senses truesight 60 ft., **passive** Perception 12

Languages Sylvan

Challenge 1/2 (100 XP)

Trackless Step. In natural surroundings, the hybsil leaves no trail. It can only be tracked if it desires to leave a trail.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 1d6 piercing damage, and the target must succeed on a DC 10 Constitution saving throw fall unconscious for 1 minute, or until it takes damage or another creature takes an action to shake it awake.

Phantom Image (1/Day). The hybsil creates three illusionary images of itself that mimic its actions, making it impossible to track the real hybsil. An image has AC 13 and disappears when it takes damage. The hybsil can also dismiss the images using an action. When the hybsil is target with an attack, roll a d20. A roll of 6, 8, or 11 is necessary to hit the hybsil when three, two, or one images are left. Otherwise, an image is hit and disappears.

IBRANDLIN

Ibrandlin, sometimes known as lurkers in darkness, appear as elongated, wingless red dragons, with grey-scaled bodies tinged with red on the back and belly. Though ibrandlin are not as powerful as many true dragons, they are impressive beasts nevertheless and can even breathe fire. Ibrandlin can speak, but rarely do so. They can mainly be found in the Underdark guarding holy sites and treasure vaults.

Children of a Dead God. The ibrandlin have been created by cleric of Ibrandul, god of cavern, dungeons and the Underdark. Ibrandul was killed by Shar a long time ago, but Shar decided to impersonate him and his cult and priesthood lived on. For a long time, the clerics of Ibrandul tried to create ibrandlin from fire lizards. While the first ibrandlin were born centuries ago, they started to breed true only recently. The clerics use ibrandlin to guard their underground temples and train them from birth. Most of Ibrandul's worshippers live in the Shining South and the city of Waterdeep. Thus, ibrandlins are most common in these areas.

IBRANDLIN

Huge dragon, lawful neutral

Armour Class 16 (natural armour)

Hit Points 150 (12d12+72)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Dex +4, Int +2, Wis +6

Damage Immunities fire

Senses passive Perception 12

Languages Draconic

Challenge 9 (5,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 24 (4d8+5) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 34 (6d8+6) slashing damage.

Fire Breath (Recharge 5-6). The ibrandlin exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

INQUISITOR

Inquisitors were created by evil wizards centuries ago. Superficially, they look like rotting corpses and could be mistaken for zombies. However, inquisitors are much more malicious than any zombie. Each of them is an ancient torturer and expert in information extraction. Inquisitors need no food, water, or sleep; their only desire is to torture others and perfect the pain-inflicting techniques they developed over the centuries. It is not known who originally created the inquisitors. Today, they can be found living alone in long-forgotten underground torture chambers or in the service of evil beings in need of an experienced interrogator.

Undead Nature. An inquisitor doesn't require air, food, drink, or sleep.

INQUISITOR

Medium undead, lawful evil

Armour Class 13

Hit Points 78 (12d8+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	14 (+2)

Skills Insight +4, Intimidation +4

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Actions

Multiattack. The inquisitor makes two attacks: one with its claw and one with its whip.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6+2) slashing damage, and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. A target that fails its saving throw is also poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw, ending the effect on itself on a success.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 5 (1d4+3) slashing damage.

Paralysing Gaze (Recharge 5-6). The inquisitor chooses a creature it can see within a range of 90 feet. The target must succeed on a DC 14 Wisdom saving throw or be paralysed for 1 minute. This ability has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

LAERTIS

The laertis - called asabi in the Bedine tongue - are a race of desert-dwelling reptilian humanoids. They share some similarity with lizardfolk, but have brown or grey scales and are not amphibious. Laertis have yellow eyes with black slit pupils and narrow skulls. Their limbs, which

leave their body at awkward angles, make laertis look clumsy - and impression that is betrayed by the agility and speed of these reptilians. Laertis are only encountered during the night. During the day, they hide from the sun.

Evil Mercenaries. Laerti have little concern for other races and are often employed as mercenaries by evil creatures. The Zhentarim are known to hire laerti mercenaries from time to time, and phaerimms, mind flayers and beholders are sometimes have laerti slaves. Some laerti are significantly taller than the rest. These stingtails live peacefully alongside the common laerti and interbreed with them. Stingtail secrete poison from glands in their tails, hence their name. They are less intelligent than common laerti and usually found under the command of one.

LAERTI

Medium humanoid, lawful evil

Armour Class 15 (scale mail)

Hit Points 18 (4d8)

Speed 50 ft.

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

Senses passive Perception 12

Languages Laerti, Common

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4+1) piercing damage

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) slashing damage

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range

30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

STINGTAIL

Large humanoid, lawful evil

Armour Class 14 (scale mail)

Hit Points 42 (8d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Conditions Immunities charmed

Senses passive Perception 12

Languages Laerti

Challenge 2 (450 XP)

Actions

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

Hit: 12 (2d8+3) piercing damage

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8+3) bludgeoning damage plus 13 (3d8) poison damage.

LAMMASU

The lammasu is a leonine creature with the bearded head of a human and the wings of an eagle. Lammasu are benevolent beings that fight evil wherever possible. They are concerned for the wellbeing and safety of good creatures. Lammasu occasionally aid one another and occasionally gather, but keep for themselves otherwise. Many of them live in old temples or near holy sites in the wasteland, and serve as their self-proclaimed protectors. Lammasu are friendly towards good beings, hostile to those who are evil and watch those in between with suspicion. Lammasu despise lamias and manticores, and are sometimes confused with the latter.

LAMMASU

Large celestial, lawful good

Armour Class 15 (natural armour)

Hit Points 93 (11d10+33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Dex +4, Con +6, Wis +6

Skills History +6, Perception +6, Religion +6

Conditions Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception

Languages Common, Celestial, Draconic

Challenge 6 (2,300 XP)

Circle of Protection. Creatures of the lammasu's choosing within a 10-foot-radius around the lammasu can't be charmed, frightened, or possessed by aberrations, fiends, and undead. If a creature is already charmed, frightened, or possessed by an aberration, fiend, or undead, the target has advantage on any new saving throw against the relevant effect. Aberrations, fiends, and undead have disadvantage against protected creatures. The lammasu itself is always affected by the Circle of Protection.

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

Innate Spellcasting. The lammasu's innate spellcasting ability is Wisdom (spell save DC 14). The lammasu can innately cast the following spells, requiring no material components:

2/day: *greater invisibility*

1/day: *dimension door*

Spellcasting. The lammasu is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The lammasu has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, detect evil and good, shield of faith*

2nd level (3 slots): *calm emotions, hold person, lesser restoration*

3rd level (3 slots): *dispel magic, glyph of warding, revivify*

4th level (1 slot): *guardian of faith*

Actions

Multiattack. The lammasu makes two claw attacks.

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

Hit: 17 (3d8+4) slashing damage.

LARAKEN

The laraken is an alien creature found in the swamps of the Shining South. It looks like a glossy yellow sphere that can produce two tentacles if it desires so. The laraken has nothing resembling facial features, but seems to be able to see and hear like other creatures. Laraken prefer to stay in the water and will perish if they stay on land for too long.

Magic Drainer. Laraken are feared for their ability to drain magic. Most laraken sustain themselves by consuming water from the Elemental Plane of Water and live near small gates that lead to this plane. Once a laraken senses a wizard or other spellcaster nearby, it will do everything to get close to it and drain his spells. Laraken can't be reasoned with. They do not seem to speak any language and are hostile to virtually all other creatures.

LARAKEN

Large aberration, chaotic evil

Armour Class 16 (natural armour)

Hit Points 189 (18d10+90)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	7 (-2)	8 (-1)	10 (+0)

Saving Throws Dex +5, Int +2, Wis +3

Conditions Immunities blinded, deafened, poisoned, prone

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Limited Amphibiousness. The laraken can breathe air and water, but it needs to be submerged at least once every 24 hours to avoid suffocating.

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

Actions

Multiattack. The laraken makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 27 (4d10+5) bludgeoning damage. If the target is a spellcaster, it loses a spell slot for its highest remaining spell level. The lost slot is regained after a long rest. After being drained this way, the spellcaster must make a DC 16 Constitution saving throw or fall unconscious until the end of the laraken's next turn.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 38 (6d10+5) bludgeoning damage. If the target is a spellcaster, it loses a random prepared spell of the highest spell level it has a spell prepared for. The lost spell can be prepared again after a long rest. The laraken gains the ability to cast the spell once using an action. It does not require components and casts the spell as if cast by the original spellcaster using the lowest possible spell slot.

LEUCROTTA

The leucrotta is a hideous predator that haunts the Silver Marches and other parts of northern Faerûn. The leucrotta's body resembles that of a black stag with a lion's tail and the hooves of a goat. Its head is closer to that of a badger

with the exception of its glowing red eyes and terrifying jaws. Leucrottas are malicious creatures that often kill wildlife in an area faster than it replenishes itself. Despite their sadistic tendencies, leucrottas prefer nonsapient prey those relatives do not take revenge.

LEUCROTTA

Large monstrosity, chaotic evil

Armour Class 12

Hit Points 30 (4d10+8)

Speed 50 ft.

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

Conditions Immunities charmed

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Mimicry. The leucrotta can mimic animal sounds. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

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

Hit: 14 (2d10+3) piercing damage, and the target is grappled (escape DC 13). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the leucrotta can't use this attack against other targets. When the leucrotta moves, any Medium or smaller target it is grappling moves with it.

GREATER LEUCROTTA

Large monstrosity (shapechanger), neutral evil

Armour Class 14 (natural armour class)

Hit Points 60 (8d10+16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	8 (-1)

Conditions Immunities charmed

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Shapechanger. The leucrotta can use its action to polymorph into a quadrupedal beast or monstrosity of challenge rating 2 or lower, or back into its true form. Its statistics, other than its hit points and hit dice, are replaced by those of the new form, but the leucrotta retains its alignment and Intelligence, Wisdom, and Charisma scores. It reverts to its true form if it dies.

Mimicry. The leucrotta can mimic animal sounds and voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 20 (3d10+4) piercing damage, and the target is grappled (escape DC 14). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the leucrotta can't use this attack against other targets. When the leucrotta moves, any Medium or smaller target it is grappling moves with it.

LICH

ALHOON

Medium undead, neutral evil

Armour Class 17 (natural armour)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	21 (+5)	18 (+4)	16 (+3)

Saving Throws Int +9, Wis +8, Cha +7

Skills Arcana +9, Deception +7, Insight +8, Perception +8, Persuasion +7, Stealth +5

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

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

Innate Spellcasting (Psionics). The lich's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Liches are wizards or, more rarely, sorcerer and clerics unwilling to accept that their mortal lives will end one day. Through a risky magical ritual, these spellcasters transform themselves into undead, preserving their power and existence in the world of the living. Liches are almost universally evil.

ALHOON

At first glance, this undead mind flayer looks much like a common mind flayer, though its skin is dry and wrinkled, never glistening and slimy. The alhoon, sometimes called illithilich, is a mind flayer that has been transformed into lich. Unlike other lichs, alhoons have no paralysing touch, but retain the psionic powers they had in life. For reasons unknown, they do not need a phylactery. These, combined with the alhoon's spellcasting abilities, make the illithilich a creature feared by everyone, including other mind flayers.

Undead Outcasts. Some mind flayers learn how to use arcane magic. These illithid mages are shunned by their fellow mind flayers who consider arcane magic to be inferior to psionics. The lich transformation takes this isolation a step further: It severs the mind flayer's connection to the elder brain, something most mind flayers don't even dare to think about. This turns the alhoon into a traitor and outcast. Mind flayers hunt and destroy alhoons whenever possible.

Lone Mages. Alhoons always live alone, with their only company being slaves and undead servants. Most of them work on increasing their power and do arcane research.

Spellcasting. The lich is a 9th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *ray of frost*

1st level (4 slots): *charm person*, *detect magic*, *shield*, *sleep*

2nd level (3 slots): *alter self*, *invisibility*, *suggestion*

3rd level (3 slots): *animate dead*, *dispel magic*, *vampiric touch*

4th level (3 slots): *Evard's black tentacles*, *ice storm*

5th level (1 slot): *dominate person*, *hold monster*

Turn Immunity. The lich is not affected by effects that turn undead.

Actions

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10+5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 17) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the lich. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the lich kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 26 (4d10+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alhoons always keep an eye out for wizards in the hope of capturing their spellbook - often the only way for an alhoon to learn new spells without developing them from scratch.

Undead Nature. An alhoon doesn't require air, food, drink, or sleep. Alhoons still enjoy the taste of fresh brain, though.

ALHOON TEMPLATE

Any mind flayer can become an alhoon. When a creature becomes an alhoon, it retains all its statistics except as noted below.

Type. The creature becomes an undead.

Natural Armour. The alhoon has an armour class equal to 10 plus its proficiency bonus.

Damage Resistances. The alhoon is resistant to cold, lightning, and necrotic damage.

Damage Immunities. The alhoon is immune to poison damage as well as bludgeoning, piercing, and slashing damage from nonmagical weapons.

Conditions Immunities. The alhoon cannot be charmed, exhausted, frightened, paralysed, or poisoned.

Senses. The alhoon gains truesight with a radius of 120 feet.

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

Turn Immunity. The Alhoon is not affected by effects that turn undead.

BAELNORN

Medium undead (elf), lawful good (85%) or lawful neutral (15%)

Armour Class 18 (natural armour)

Hit Points 112 (15d8+45)

Speed 30 ft.

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

Saving Throws Con +8, Wis +10, Cha +9

Skills Arcana +10, History +10, Insight +10, Persuasion +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft., passive Perception 14

Languages Common, Elvish

Challenge 18 (20,000 XP)

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

Lich Aura. Any beast or undead other than a lich that starts its turn within 20 feet of the lich must make a DC 18 Wisdom saving throw, unless the lich is incapacitated. On a failed save, the creature is frightened until the start of its next turn.

Sending (3/Day). Using an action, the lich can create an ethereal copy of itself. The sending has the same statistics as the lich, but is unable to wear or carry objects, use the lich's Paralysing Touch, or use magic. It flies with a speed of 30 feet and additionally can't be grappled, petrified, prone, restrained, or unconscious. The lich can see through the sending's eyes and dismiss it with an action. If not dismissed or destroyed, the sending disappears after 1 hour. The lich can only create one sending at a time and takes half of any damage the sending suffers.

Spellcasting. The lich is an 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *friends*, *mage hand*
 1st level (4 slots): *colour spray*, *detect magic*, *fog cloud*, *shield*
 2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*
 3rd level (3 slots): *dispel magic*, *fear*
 4th level (3 slots): *confusion*, *greater invisibility*
 5th level (2 slots): *dominate person*, *legend lore*
 6th level (1 slot): *mass suggestion*, *wall of ice*
 7th level (1 slot): *prismatic spray*, *forcecage*
 8th level (1 slot): *sunburst*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralysing Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Paralysing Touch (Costs 2 Actions). The lich uses its Paralysing Touch.

Turn Undead. Each undead within 30 feet that can see or hear the lich must make a DC 18 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hand of Radiance (Costs 3 Actions). Each creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

undead. Baelnorns do not have a phylactery, but often keep magical clones of themselves that active when their body is destroyed.

Undead Nature. A banelich doesn't require air, food, drink, or sleep.

A BAE LNORN'S LAIR

Baelnorns live in ancient libraries, old wizard towers or lost elven ruins. They seek out these places before their transformation and often stay even when they decay and the other elves leave.

LAIR ACTIONS

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

- The lich rolls a d6 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The lich summons the spirits of fallen elven warriors to aid it in battle. A creature the lich can see within 60 feet of must succeed on a DC 17 Strength saving throw,

BAELNORN

The baelnorn is an elven lich. Unlike most other liches, the baelnorn is not an evil creature and didn't seek lichdom to gain power. Instead, baelnorns become liches to preserve their knowledge and keep watch over their family. Baelnorns are not skeletonised, but have grey shrivelled skin and glowing white eyes. At first glance, one might mistake them for venerable living elves.

Guardians of Myth Drannor. A number of baelnorns existed in ancient Myth Drannor, where they protected elven secrets, assisted travellers, guarded the city against thieves and taught magic to young elves. After Myth Drannor's fall, the baelnorns remained in the ruins to guard the vaults holding the city's ancient magic. No baelnorns seem to have been created in recent times, and the secret to their lichdom is not generally known to wizards, even elven ones.

Benevolent Undead. Baelnorns are generally begin creatures. When they sense an intruder, they often send out a sending, a projection of their body, to warn whoever made his way to their lair. However, baelnorns do not hesitate to use their powers against aggressive thieves or evil creatures. In addition to its spells, a baelnorn has the lich's cold touch and an aura keeps away prevents animals and

taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a success. The spirits then disappear.

- A 60-foot square area of ground within 120 feet of the lich overgrows with plants; that area is difficult terrain until initiative count 20 on the next round.

BAELNORN TEMPLATE

Any elf can become a baelnorn. There are no recent reports of baelnorn, and elven lichdom remains a mystery to most people, elves included. When a creature becomes a baelnorn, it retains all its statistics except as noted below.

Type. The creature becomes an undead.

Natural Armour. The baelnorn has an armour class equal to 10 plus its proficiency bonus.

Saving Throws. The baelnorn is proficient in Constitution, Intelligence, and Charisma saving throws.

Damage Resistances. The baelnorn is resistant to cold, lightning, and necrotic damage.

Damage Immunities. The baelnorn is immune to poison damage as well bludgeoning, piercing, and slashing damage from nonmagical weapons.

Conditions Immunities. The baelnorn cannot be charmed, exhausted, frightened, paralysed, or poisoned.

Senses. The baelnorn gains truesight with a radius of 120 feet.

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

Lich Aura. Any beast or undead other than a baelnorn that starts its turn within 20 feet of the baelnorn must make a DC 18 Wisdom saving throw, unless the baelnorn is incapacitated. On a failed save, the creature is frightened until the start of its next turn.

Sending (3/Day). Using an action, the baelnorn can create an ethereal copy of itself. The sending has the same statistics as the baelnorn, but is unable to wear or carry objects, use the baelnorn's Paralysing Touch, or use magic. It flies with a speed of 30 feet and additionally can't be grappled, petrified, prone, restrained, or unconscious. The baelnorn can see through the sending's eyes and dismiss it with an action. If not dismissed or destroyed, the sending disappears after 1 hour. The baelnorn can only create one sending at a time and takes half of any damage the sending suffers.

Turn Resistance. The baelnorn has advantage on saving throws against any effect that turns undead.

New Action: Paralysing Touch. The Paralysing Touch is an Intelligence-based melee spell attack. On a hit, the attack deals 3d6 cold damage, and the target must succeed on a Constitution saving throw with a DC equal to the baelnorn's spell save DC or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

New Legendary Action: Cantrip. The lich casts a cantrip.

New Legendary Action: Paralysing Touch (Costs 2 Actions). The lich uses its Paralysing Touch.

New Legendary Action: Turn Undead. Each undead within 30 feet that can see or hear the lich must make a DC 18 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

New Legendary Action: Hand of Radiance (Costs 3 Actions). Each creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

BANELICH

Due to the pressure put on his church by the forces of good, Bane, god of tyranny and fear, decided to turn certain members of his church into immortal lichs. These creatures, called lichs of Bane or baneliches, were selected from Bane's most powerful clerics. Records indicate that at least thirty-five baneliches were created, and the destruction of only ten is documented. It is assumed that the followers of Iyachtu Xvim destroyed more these lichs, though.

Proud and Mighty. Baneliches resemble common lichs. They are dressed in decaying elegant ceremonial robes and always wear the symbol of Bane, a black hand, prominently. In ancient times, baneliches openly fought the churches Bane's rivals. As a result, followers of the good deities of Faerûn often allied against baneliches and hunted them specifically. In addition to that, all baneliches considered themselves to be the natural leader of the church of Bane in the realm of the mortals, which lead to rivalry between different baneliches and high-ranking clerics. As a result, Bane refrained from creating more lichs at one point - at least openly.

Undead Nature. A banelich doesn't require air, food, drink, or sleep.

A BANELICH'S LAIR

The lair of a banelich is more often than not a Temple to Bane, sometimes a ruined one. Occasional, baneliches make reside in other places, such as a mausoleum or ancient ruins far off from civilisation. A banelich in a temple will always be its head and not tolerate anybody else above itself, no matter how high-ranking a priest. A banelich encountered in its lair has a challenge rating of 21 (33,000 XP).

LAIR ACTIONS

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

- The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- A creature that meets the banelich's gaze must make a DC 19 Wisdom saving throw, taking 42 (12d6) necrotic damage from severe, muscle-wrenching pain on a failed save, or half as much damage on a success.

BANELICH

Medium undead, lawful evil

Armour Class 17 (natural armour)

Hit Points 127 (17d8+51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	19 (+4)	20 (+5)	15 (+2)

Saving Throws Str +8, Int +10, Wis +11

Skills Deception +8, History +8, Perception +11, Religion +8

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft., passive Perception 21

Languages Common plus up to three other languages

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the lich that starts its turn within 20 feet of the lich must make a DC 19 Wisdom saving throw, unless the lich is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the lich's Fear Aura for the next 24 hours.

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 2d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery. When the lich's phylactery is destroyed, all creature within 10 feet of it must make a DC 19 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The lich is an 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The lich has the following cleric spells prepared:

Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *guiding bolt*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *hold person*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*, *peak with dead*

4th level (3 slots): *banishment*, *freedom of movement*

5th level (2 slots): *geas*, *scrying*

6th level (1 slot): *blade barrier*, *harm*

7th level (1 slot): *fire storm*, *symbol*

8th level (1 slot): *earthquake*, *holy aura*

9th level (1 slot): *gate*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Touch of Despair. *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) cold damage. The target must succeed on a DC 19 Wisdom saving throw. Otherwise, it has disadvantage on skill checks and attack rolls until the beginning of the lich's next turn.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Touch of Despair (Costs 2 Actions). The lich uses its Touch of Despair.

Control Undead. The lich presents the holy symbol of Bane and demands obedience from all undead creatures nearby. Each undead within 30 feet that can see or hear the lich must make a DC 19 Wisdom saving throw or become charmed for 1 minute. Charmed creatures obey the lich's verbal commands and gestures.

Coldfire (Costs 3 Actions). Ranged Spell Attack: +11 to hit, range 60 ft., one target. *Hit:* 44 (8d10) cold damage. Resistance to cold damage is not applied to this attack. Immunity to cold damage is treated as resistance fire damage instead.

- The lich uses its Voice of Maleficence on a creature within a range of 60 feet. The creature must make a DC 19 Wisdom saving throw or answer a short question the lich asks. The question has to be answerable with 'yes' or 'no'. Deafened creature and creatures that do not share a language with the lich are not affected by this ability.

BANELICH TEMPLATE

Any humanoid can become a banelich, but there are no reports of anyone but cleric of Bane having received this divine blessing. When a creature becomes a banelich, it retains all its statistics except as noted below.

Type. The creature becomes an undead.

Natural Armour. The lich has an armour class equal to 10 plus its proficiency bonus.

Saving Throws. The lich is proficient in Strength, Intelligence, and Wisdom saving throws.

Damage Resistances. The lich is resistant to cold, lightning, and necrotic damage.

Damage Immunities. The lich is immune to poison damage as well as bludgeoning, piercing, and slashing damage from nonmagical weapons.

Conditions Immunities. The lich cannot be charmed, exhausted, frightened, paralysed, or poisoned.

Senses. The lich gains truesight with a radius of 120 feet.

Fear Aura. Any creature hostile to the lich that starts its turn within 20 feet of the pit fiend must make a DC 19 Wisdom saving throw, unless the lich is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the lich's Fear Aura for the next 24 hours.

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

Rejuvenation. The lich gain a phylactery. If it has a phylactery, a destroyed lich gains a new body in 2d10 days,

regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery. When the lich's phylactery is destroyed, all creature within 10 feet of it must make a Constitution saving throw with a DC equal to the lich's spell DC, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

New Action: Touch of Despair. The Touch of Despair is a Wisdom-based melee spell attack. On a hit, the attack deals 1d10 cold damage per four cleric levels of the lich. The target must succeed on a Wisdom saving throw with a DC equal to the lich's spell save DC. Otherwise, it has disadvantage on skill checks and attack rolls until the beginning of the lich's next turn.

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

New Legendary Action: Cantrip. The lich casts a cantrip.

New Legendary Action: Touch of Despair (Costs 2 Actions). The lich uses its Touch of Despair.

New Legendary Action: Control Undead. The lich presents the holy symbol of Bane and demands obedience from all undead creatures nearby. Each undead within 30 feet that can see or hear the lich within must make a Wisdom saving throw with a DC equal to the lich's spell save DC or become charmed for 1 minute. Charmed creatures obey the lich's verbal commands and gestures.

New Legendary Action: Coldfire (Costs 3 Actions). The Coldfire is a Wisdom-based ranged spell attack with a range of 60 feet that targets one creature. On a hit, the attack deals 2d10 cold damage per four cleric levels of the lich. Creatures immune to cold damage take half damage. Creatures resistant to cold damage take full damage.

LIZARD

Lizards are reptilian animals that can be found all over the Realms, sometimes even in colder climates. Most lizards are small and harmless, but some grow to enormous sizes.

FIRE LIZARD

The fire lizard resembles a wingless red dragon and is sometimes referred to as a "false dragon". Fire lizards are mostly grey with a mottled red and brown back and a red or orange underbelly. They lack the intelligence and might of a true dragon, but do have the ability to breathe fire and are dangerous opponents nevertheless. Fire lizards live in deserts of southern Faerûn, and are sometimes found in the Underdark. Some scholars assume that they are an offshoot of true dragons or share a common ancestor with them.

MINOTAUR LIZARD

The minotaur lizard is named for its impressive horns. Interestingly, these horns are not used in combat, but apparently attract mates during mating season. Instead, minotaur lizards use their sharp teeth and claws to kill prey and defend themselves. Minotaur lizards are found in mountainous regions, often close to the lairs of copper and red dragons.

FIRE LIZARD

Huge monstrosity, unaligned

Armour Class 15 (natural armour)

Hit Points 95 (10d12+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages —

Challenge 4 (100 XP)

Actions

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

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

Hit: 14 (2d8+5) piercing damage.

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

Hit: 18 (3d8+5) slashing damage.

Fire Breath (Recharge 5-6). The fire lizard exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

MINOTAUR LIZARD

Huge beast, unaligned

Armour Class 14 (natural armour)

Hit Points 76 (10d12+36)

Speed 20 ft.

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

Senses passive Perception

Languages —

Challenge 3 (700 XP)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 18 (4d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (5d8+4) slashing damage.

LOXO

The loxoth are a race of humanoid elephants. They have grey to blue wrinkled skin, large ears, little hair, two trunks and a pair of tusks. Loxoth wear loose, patterned clothing. They are peaceful creatures, but do not hesitate to use their great physical power to defend themselves when necessary. Enraged loxoth are extremely dangerous and fight to the death. Loxoth have a good memory and never forget the face of someone who did their herd harm.

Elephantine Nomads. Loxoth are nomads. They roam the plains in herds, consuming large amounts of grass and harvesting fruit and nuts. On their way, they sometimes build simple huts to serve as temporary shelter. These huts are sometimes taken over by other races after the loxoth left. A loxo herd is divided into several clans, each of which is dressed in clothes with a unique colour pattern. While they are not eating or travelling, loxoth create rustic works of art which they use to trade for metal items and other goods.

LOXO

Medium humanoid, neutral

Armour Class 13 (natural armour)

Hit Points 31 (6d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Loxo

Challenge 2 (450 XP)

Berserk. Whenever the loxo starts its turn with 10 hit points or fewer, roll a d6. On a 6, the loxo goes berserk. On each of its turns while berserk, the loxo attacks the nearest creature it can see that isn't another loxo. Once the loxo goes berserk, it continues to do so until it is killed, its enemies have been slain or it falls unconscious from exhaustion. Berserk loxoth are immune to being charmed and do not suffer penalties from being exhausted.

Actions

Multiattack. The loxo makes two attacks: One with its maul and one with its shuriken.

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

Hit: 7 (1d6+4) bludgeoning damage.

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

Hit: 11 (2d6+4) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+1) piercing damage.

LYCANTHROPE

Lycanthropes are cursed - and often evil - humanoids with the ability to shapeshift into an animal.

LYTHARI

Lythari are elves capable of changing into the form of a wolf. Unlike most werewolves, these lycanthropes are not evil and do not intentionally harm other sapient beings. Lythari looks fascinating and otherworldly, even when compared to other elves. They have pale skin, striking blue or green eyes and silver hair. In their lupine form, lythari have grey to silver fur and lack the ferocity and danger a common wolf emits. Lythari cannot shift into a hybrid form.

Lone Wolves. Lythari avoid combat and prefer to flee rather than fight. During times of war, they work as scouts and spies. Lythari can transmit lycanthropy just like other lycanthropes do. They are infertile, and turn other elves into lythari from time to time. This is only done if both sides agree to it, and lythari avoid using their bite against humanoids to contain their curse. Small bands of lythari can be found in the woods of Evermeet, and individual lythari can still be found all over Faerûn. Lythari worship Rillifane Rallathil and other elven deities of nature.

LYTHARI

Medium humanoid (elf, shapechanger), chaotic good

Armour Class 14

Hit Points 26 (4d8+8)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Sylvan (can't speak in wolf form)

Challenge 2 (450 XP)

Fey Ancestry. The lythari has advantage on saving throws against being charmed, and magic can't put the lythari to sleep.

Shapechanger. The lythari can use its action to polymorph into a wolf, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Hybrid Form Only). The lythari makes two bite attacks.

Bite (Wolf Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with lythari lycanthropy.

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

Longbow (Humanoid Form Only). *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

WEREBAT

Werebats are stealthy and reclusive lycantropes. Fully transformed, a werebat resembles a huge vampire bat. In hybrid form, it has leathery wings under its arms, a snout-like nose and large, prolonged fangs and yellow elongated nails. Some werebats use their fearsome appearance to terrify the members of isolated villages and settlements, but most of them avoid civilisation if possible. Werebats live in caves or forests, sometimes as the leaders of a swarm of common bats. They look down on humanoids and see them as prey, but are less cruel than other evil lycantropes.

WEREBAT

Medium humanoid (human, shapechanger), neutral evil

Armour Class 14

Hit Points 44 (8d8+8)

Speed 30 ft. (10 ft. in bat form), fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 60 ft., passive Perception 13

Languages Common (can't speak in bat form)

Challenge 3 (700 XP)

Echolocation. The werebat can't use its blindsight while deafened.

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

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a bat, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werebat makes two attacks, only one of which can be its claw.

Bite (Bat and Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werebat lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

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

WERECROCODILE

In their human form, werecrocodiles are thin and tall, with sharp features and often a noticeable overbite. In their crocodile form, werecrocodiles are huge monstrosities with massive jaws. Werecrocodiles can communicate with crocodiles and similar creatures. They reside in family groups in swamps and other areas where common crocodiles live. Werecrocodile families are led by its strongest members. They despise wererats and devour them on sight.

Children of Sebek. Werecrocodiles are followers of Sebek, the evil Lord of Crocodiles and their original creator. They rarely spread their curse; most werecrocodiles are born as a lycanthrope. Occasionally, a werecrocodile becomes a cleric of Sebek and will either lead a larger group of werecrocodiles or a human settlement near a swamp. In Faerûn, most werecrocodiles live in Mulhorand.

WERECROCODILE

Medium humanoid (human, shapechanger), neutral evil

Armour Class 10 in humanoid form, 15 (natural armour) in crocodile form

Hit Points 119 (14d8+56)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Skills Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 10

Languages Common, Mulhorandi

Challenge 6 (2,300 XP)

Hold Breath. The werecrocodile can hold its breath for 30 minutes.

Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile, or back into its true form, which is humanoid. Its statistics, other than its AC and its size, are the same in each form. The werecrocodile can't polymorph if there is not enough space for its crocodile form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Speak with Crocodiles. The werecrocodile can communicate simple concepts to crocodiles, alligators and caimans while in crocodile form.

Actions

Multiattack. The werecrocodile makes two attacks: one with its bite and one with its tail, or two with its bite.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) piercing damage. If the werecrocodile is in crocodile form, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (Crocodile Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the werecrocodile. *Hit:* 17 (2d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

CLERIC OF SEBEK

Medium humanoid (human, shapechanger), neutral evil

Armour Class 10 in humanoid form, 15 (natural armour) in crocodile form

Hit Points 144 (17d8+68)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	14 (+2)	17 (+3)	15 (+2)

Skills Stealth +3

Saving Throws Dex +3, Int +5, Wis +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Senses passive Perception 10

Languages Common, Mulhorandi

Challenge 8 (3,900 XP)

Hold Breath. The werecrocodile can hold its breath for 30 minutes.

Innate Spellcasting. The werecrocodile's innate spellcasting ability is Wisdom (spell save DC 14). The werecrocodile can innately cast the following spell as if using a 7th-level spell slot, requiring no material components:

1/day: *conjure animals* (crocodiles and giant crocodiles only)

Shapechanger. The werecrocodile can use its action to polymorph into a crocodile, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Speak with Crocodiles. The werecrocodile can communicate simple concepts to crocodiles, alligators and caimans while in crocodile form.

Spellcasting. The werecrocodile is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks), and it requires no components to cast spells. It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *shield of faith*

2nd level (3 slots): *hold person*, *lesser restoration*

3rd level (3 slots): *bestow curse*, *dispel magic*

4th level (2 slots): *death ward*

Actions

Multiattack. The werecrocodile makes two attacks: one with its bite and one with its tail, or two with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 39 (6d10+6) piercing damage. If the werecrocodile is in crocodile form, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target.

Tail (Crocodile Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the werecrocodile. *Hit:* 22 (3d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Maul (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

WERESHARK

In humanoid form, the wereshark is a muscular brute, often hairless and scarred. When it transformed, the wereshark turns into a giant shark, often a white shark. Common sharks have a reputation of being killers in many areas, but are ultimately just predators that hunt to eat. Weresharks are different. They consider themselves the rulers of the oceans and eat everything that crosses their paths, and hunt creatures such as merfolk and aquatic elves on purpose. Sometimes they injure creatures just to attract other predators and watch them die a slow death.

Scourge of the Sea. Weresharks fiercely territorial. Even though they have little need for treasure, they often claim shipwrecks or demand tribute from those that sail their waters. Weresharks live alone or accompanied by a school of sharks. Sahuagin sometimes form alliances with weresharks, and rumour says that weresharks can be found among their numbers too.

WERESHARK

Medium humanoid (human, shapeshifter), neutral evil

Armour Class 11 in humanoid form, 14 (natural armour) in shark form

Hit Points 123 (13d6+65)

Speed 30 ft. (5 ft. in shark form), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Int +3

Skills Perception +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Senses blindsight 60 ft., passive Perception 15

Languages Common, Sahuagin

Challenge 7 (2,900 XP)

Blood Frenzy. In shark form, the wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hold Breath. While in humanoid form, the wereshark can hold its breath for 1 hour.

Shapechanger. The wereshark can use its action to polymorph into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its AC and its size, are the same in each form. The wereshark can't polymorph if there is not enough space for its shark form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Speak with Sharks. The wereshark can communicate simple concepts to sharks while in shark form.

Water Breathing. While in shark form, the wereshark can breathe only underwater.

Actions

Multiattack. The wereshark makes two bite attacks or two attacks with its glaive.

Bite (Shark Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage, or 33 (6d8+6) piercing damage in shark form. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Glaive (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) slashing damage.

MAGEDOOM

The mage doom is an antimagical horror created by the wizards of Zhentil Keep. The magedoom is humanoid in shape, with a yellow or brown body that seems to be made of glistening sludge. It has a face, but its eyes are blind, and its hands end in two large eyeballs. The magedoom exudes a distinctive odour that smell like ozone and citric acid.

Tragic Monstrosity. The magedoom is the product of a horrible and painful transformation by a secret magical ritual developed the wizards of Zhentil Keep. The ritual not only disposes of one of the Zhent wizard's enemies, but turns it into a weapon to be used against other spellcasters. During the ritual, the transformed spellcaster loses his memories and almost all of his skills and abilities. The wizard who initiated the ritual gains full control over the magedoom. Should this wizard be killed, the magedoom will go rampart and becomes threat to everyone who crosses its path. Until then, it is sent out to destroy spellcasters hostile to the wizards of Zhentil Keep. Magedoom always attack wizards and sorcerers first, and then go after clerics, warlocks and other casters.

MANNI

Medium humanoid, chaotic evil

Armour Class

Hit Points 18 (4d8)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	7 (-2)	13 (+1)	9 (-1)

Skills Perception +3

Senses passive Perception 13

Languages Manni

Challenge 1/2 (100 XP)

Actions

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

Hit: 6 (2d4+2) slashing damage.

Wing Attack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

MANNI

The manni, also know as kara or black ones, are a race of anthropomorphic crows. They are a little shorter than the average human, have a long beak and claw-like hands at the ends of their wings. Manni haunt the bleak and desolate corner of the Great Amber Steppes in flocks. They are evil and perfidious creatures that mainly live on carrion, but do not hesitate to slay other intelligent creatures when they are hungry. In times of famine, they consume their own dead.

Wasteland Nomads. Manni have a primitive culture. They live in simple, often temporary huts and use weapons such as spears or clubs. Manni look down on humans and other "wingless ones", but fear them at the same time. The nomads of the steppe have no liking for manni and often

kill them on sight. Some nomad tribes decorate themselves with manni feathers or sell them to traders.

MAGEDOOM

Large monstrosity, lawful evil

Armour Class 18 (natural armour)

Hit Points 209 (22d10+88)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Dex +5, Con +9, Wis +7

Conditions Immunities blinded

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 14 (8,400 XP)

Antimagic Sphere. The magedoom is surrounded by a 10-foot-radius antimagic sphere. Within this sphere, spells can't be cast and summoned creatures disappear, and even magic items become mundane. Spells and other magical effects, except those created by an artefact or a deity, are suppressed in the sphere and can't protrude into it. Spell effects and spells that enter the sphere simply disappear. A slot expended to cast a spell in the sphere is consumed. The magedoom's abilities are not affected by it.

Magic Discharge. When the magedoom dies, it releases raw magical power. All creatures within a 120-foot-radius are affected by a random magical effect as per Wild Magic Surge table (see *Player's Handbook*, p. 104).

Magic Resistance. The magedoom always succeeds on saving throws against spells and other magical effects unless it deliberately chooses not to.

Magic Weapons. The magedoom's weapon attacks are magical.

Spell Sense. When a spell is cast within a range of 180 feet of the magedoom, it becomes aware of the location of the spellcaster and the spell that was cast.

Actions

Multiattack. The magedoom makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 39 (6d10+6) bludgeoning damage. If the target is a spellcaster, it loses a spell slot for its highest remaining spell level. The lost slot is regained after a long rest.

MANTIDRAKE

The mantidrake is the offspring of a manticore and an evil dragon. It resembles a large manticore with scales coloured like those of its dragon parent, but darker and mixed with a manticore's brown colouration. Mantidrakes have a pair of dragon wings and the head of a dragon surrounded by a leonine mane. Some mantidrakes have stripes. Like its manticore parent, the mantidrake eyes the taste of human flesh. Unlike manticores, mantidrakes never work together, though they can be found in the service of another powerful beings such as a dragon, a warlord or a sorcerer.

MARA

The mara is an evil spirit that inhabits a powerful stone body. Mara roam cold regions at night, slaying all creatures that cross their part. They are never seen during the day, as the light of the sun drives the mara from its stone body and exiles it to another plane of existence. Those who travel the wilderness sometimes find the body of a mara that did not hide in the underground or a cave in time, now abandoned and forever motionless.

Demonic Servants. Mara can have many different forms, but most of them resemble hulking humanoids with large fists, glowing red eyes and a beak. They communicate among themselves with bird-like shrieks and cries and are apparently susceptible for telepathic commands. A mara's only desire is that to kill and destroy. Mara are sometimes found in the service of powerful fiends and used to kill or abduct other creatures.

MARA

Large fey, chaotic evil

Armour Class 18 (natural armour)

Hit Points 161 (14d10+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Mara

Challenge 8 (3,900 XP)

Light Aversion. If the mara takes radiant damage, it has disadvantage on attack rolls and ability checks until the end of its next turn. If it is exposed to direct sunlight, the mara is destroyed and its stone body becomes motionless. Magically generated sunlight does not affect the mara.

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

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

Magic Weapons. The mara's weapon attacks are magical.

Actions

Multiattack. The mare makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 28 (4d10+6) bludgeoning damage.

RED MANTIDRAKE

Huge monstrosity, neutral evil

Armour Class 15 (natural armour)

Hit Points 105 (10d12+48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	7 (-2)	13 (+1)	10 (+0)

Skills Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

Actions

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

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

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

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

Hit: 8 (1d8+4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Fire Breath (Recharge 5-6). The mantidrake exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

OTHER MANTIDRAKES

The mantidrake described above is a red one, the offspring of a red dragon and a manticore. To create mantidrakes of other types, change the mantidrake's breath weapon and the energy type it resists according to the table below.

MANTIDRAKE TYPES

Colour	Energy Type	Breath Weapon
Black	Acid	30'/5' line
Blue	Lightning	30'/5' line
Brown	Acid	30'/5' line
Green	Poison	30' cone
Red	Fire	30' cone
White	Cold	30' cone
Yellow	Fire	30' cone

MEAZEL

Medium humanoid, chaotic evil

Armour Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 10

Languages Undercommon

Challenge 1 (200 XP)

Surprise Attack. If the meazel surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 5 (2d4) damage from the attack.

Actions

Multiattack. The meazel makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage, and the target must make a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Spearm. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

The meazel is a humanoid primarily found in the Underdark. It is slightly smaller than a human and has black waxy hair and grey to green skin. Most meazels have a non-contagious skin disease that results in bright red patches all over their body. These patches give the meazel a leprous appearance, but do not impact its physical or mental well-being much.

Diseased Loners. Meazels are always solitary, unless a greater threat or the urge to mate forces them to join with others of their kind. The meazel preys on all other subterranean creatures it can overcome and often uses traps and ambushes to get the advantage. While this is far from unique, all other Underdark dwellers loathe meazels and tend to kill them on sight if possible. Outside the Underdark, meazels can be found in the swamps of Cormyr and the sewers of cities like Westgate. Rumour says that these meazels band together more often than usual and even form a guild or cult.



MYRLOCHAR

Myrlochar are arachnoid beings created by Lolth. They strongly resemble skeletal spiders, with a glowing bones, a hairy main body and eight legs that end in sharp, bony stingers. Despite their fragile appearance, myrlochar are powerful creatures. They live to kill and relentless hunt all other creatures. In packs, myrlochar even dare to attack powerful creatures such as dragons.

Assassins of the Spider Queen. All myrlochar have been created by Lolth. The Spider Queen allows her clerics to summon myrlochar for specific tasks. A myrlochar will fulfil this task and then start to roam free, killing everyone who is not an open worshipper of Lolth. These killing sprees only end when the myrlochar is destroyed by a more powerful creature. Occasionally, Lolth herself sends a myrlochar after a priestess that has fallen out of favour.

MYRLOCHAR

Medium monstrosity, chaotic evil

Armour Class 15 (natural armour)

Hit Points 88 (16d8+16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	12 (+1)	13 (+1)	11 (+0)

Damage Immunities poison

Conditions Immunities charmed, paralysed, poisoned

Skills Perception +4, Stealth +6

Senses darkvision 120 ft., passive Perception 14

Languages understands Elvish but can't speak

Challenge 5 (1,800 XP)

Silent Spider. The myrlochar does not make any noise while it moves unless it deliberately does so.

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

Web Walker. The myrlochar ignores movement restrictions caused by webbing.

Actions

Multiattack. The myrlochar makes three attacks: two with its stinger and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage, and the target has to make a DC 14 Wisdom saving throw. On a failure with an odd die roll, the target is paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a failure with an even die roll, gravity is reversed for the target for 1 minute. The target falls upward and reach the top of the area they are in. It can make a DC 14 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, the target strikes it just as it would during a normal downward fall. If the target reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. The target must repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NAGA, DARK

The naga are a race of sapient serpents that wield magical powers. Naga have a variety of different habitats, alignments and agendas. Like other nagas, the dark naga is a serpentine creature with a human-like face. Dark nagas have smooth, blue or black scales that are hardly visible and give them the appearance of a giant eel. Dark nagas are egoistic and greedy, but are willing to cooperate with other evil creature when it serves their own interests. Dark nagas are known to work together with the Zhentarim and sometimes lead bands of orcs or serve as mentors.

Ancient Serpents. Dark nagas worship the Sess'innek, a demon lord, unlike most other nagas, who worship Shekinester, creator goddess of the nagas. Despite their close relations to other types of nagas, dark nagas have a different origin and were apparently created by the same ancient race that made the yuan-ti.

DARK NAGA

Large monstrosity, lawful evil

Armour Class 15 (natural armour)

Hit Points 75 (10d10+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Con +5, Wis +5, Cha +6

Damage Immunities acid, poison

Conditions Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception

Languages Common, Infernal

Challenge 6 (2,300 XP)

Mind Reader. The naga is aware of the surface thoughts of creatures within a 30-foot-range. Creatures within an Intelligence of 3 or lower or creature that don't speak any language are unaffected.

Mind Shield. The naga's thoughts can't be read by magical or mundane means.

Spellcasting. The naga is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *ray of frost*

1st level (4 slots): *chromatic orb*, *detect magic*, *grease*

2nd level (3 slots): *invisibility*, *suggestion*

3rd level (3 slots): *fireball*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10+4) piercing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.

Hit: 10 (2d11+4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

NEO-OROG

Neo-orogs are magical hybrids of ordinary orcs, ogres, orogs and other creatures. They look much like orcs, but are taller and leaner. There is a number of different neo-orog breeds, with red and black neo-orogs being the most common ones. Neo-orogs are highly organised and live a life of military discipline. Those who break free from their masters often join armies or bands of mercenaries.

Servants of Thay. Neo-orogs were created by the Red Wizard of Thay and are most common in the Thay region. They are trained from birth on and obey their wizard masters without question. The Red Wizards originally intended to breed entire armies of neo-orogs. Due to the neo-orog's slow reproduction rate, they never raises more than a few companies. Some neo-orogs ended up as officers of orcs and other evil humanoids.

Black and Red. Red neo-orogs are elite soldiers. They have dark, mottled red skin and yellow eyes. Red neo-orogs are ruthless and violent, a trait only contained by their military discipline. The thinner and slightly shorter black neo-orogs, on the other hand, were bred as scouts, spies and infiltrators. They have dark green to black skin and completely black eyes.

RED NEO-OROG

Medium humanoid (orc), lawful evil

Armour Class 14 (chain shirt)

Hit Points 22 (3d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 1 (200 XP)

Bodyguard. When defending a Red Wizard, the neo-orog has advantage on attack rolls.

Actions

Multiattack. The neo-orog makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

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

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

War Cry (1/Day). The neo-orog utters a war cry. All orcs that can hear it deal one additional die of damage when they hit with a melee weapon until the beginning of the neo-orog's next turn. Until then, they also have advantage on saving throws against being charmed or frightened. The bonus is not cumulative with the war cries of other neo-orogs. A creature can't receive this bonus again from any neo-orog until it finishes a long rest.

BLACK NEO-OROG

Medium humanoid (orc), lawful evil

Armour Class 15 (studded leather)

Hit Points 22 (3d8+9)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 1 (200 XP)

Bodyguard. When defending a Red Wizard, the neo-orog has advantage on attack rolls.

Master of Camouflage. While in the wilderness, the neo-orog can take the Hide action as a bonus action.

Actions

Multiattack. The neo-orog makes two attacks with its longsword.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

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

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

NESHEZU

The neshezu resemble large hairy orang-utans with goblinoid or orcish features. They are shorter than a human, but physically powerful and excellent climbers. Neshezu are almost exclusively found in dark, shadowy forests where they swing from branch to branch and make their homes in treetop villages. Neshezu are as cunning as they are evil and are likely to ambush whoever trespasses on their territory.

NESHEZU

Medium humanoid, chaotic evil

Armour Class 13

Hit Points 19 (3d8+6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	9 (-1)

Skills Acrobatics +5

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Orc

Challenge 1/2 (100 XP)

Actions

Multiattack. The neshezu makes two attacks with its cutlass.

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

Flintlock Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

NEREID

The nereid is a fey creature from the Elemental Plane of Water. Nereids resemble females tritons and are distantly related to them. They never left their home plane permanently, but often come to the Material Plane to explore its oceans and sometimes stay for years.

Death Kiss. Nereids can be selfish creatures and some of them are outright malicious, using their magical touch to drown sailors they seduce. In the Realms, nereids can be found in the underwater city of Ascale. Some also live in Lake Ashane in Rashemen.

NEREID

Medium fey, chaotic neutral (75%) or chaotic evil (25%)

Armour Class 13

Hit Points 44 (8d8+8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Skills Perception +3, Persuasion +5, Stealth +5

Senses darkvision 120 ft., passive Perception 13

Languages Aquan, Common

Challenge 2 (450 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Camouflage. When in water, the nereid's skin turns translucent and the nereid has advantage on Dexterity (Stealth) checks.

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

Nereid Shawl. The nereid's essence is bound to a delicate shawl as white as sea foam. If the shawl is destroyed, the nereid begins to fade and dies within 1 hour.

Actions

Drowning Kiss. The nereid touches a creature it can see within a range of 5 feet. If the creature is a creature that breathes air, it must succeed on a DC 14 Constitution saving throw. On a failed save, its lungs begin to fill with water. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature drops to 0 hit points.

Spit Venom. The nereid spits saliva at a creature it can see within a range of 10 feet. The targeted creature must succeed on a DC 14 Dexterity saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NIGHTSHADE

Nightshades, also called wood woses, resemble wild dwarves with dark brown skin, white hair bronze-coloured eyes. Known to few, nightshades are elemental spirits of poisonous plants such as mistletoe, hemlock, foxglove, and belladonna. They live in dark, unhallowed forest and caves. All clothes nightshades wear are made of leaves, vines and branches. Nightshade warriors usually carry bronze swords and spears.

Venomous Midgets. Nightshades have developed a special poison they use to coat their swords. This poison slows a creature's agility and reflexes, and a humanoid killed by it will raise as a nightshade after the next full moon. It is unclear whether this is the only method by which nightshades reproduce or just a side effect of their poison. Occasionally, prisoners are transformed with his poison too.

Poisonous Queen. The nightshades of Daggerdale are led by a high queen, usually the oldest and most powerful female among them. Nightshade rulers retain an iron grip on their subjects and demand discipline and absolute obedience. Nightshades are secretive, almost paranoid, about the location of their dwellings. During the winter, nightshades become sluggish and eventually begin to hibernate. During this time, their secrecy is their only protection from their enemies, mainly treants, druids, and rangers. Nightshades are on good terms with korred, needlemen and evil myconids.

NIGHTSHADE

Small elemental, neutral evil

Armour Class 12 (natural armour)

Hit Points 10 (3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Damage Immunities poison; bludgeoning, piercing, and slashing from wooden weapons

Conditions Immunities poisoned

Senses passive Perception 11

Languages Nightshade, Sylvan

Challenge 1/4 (50 XP)

Speak with Plants. The nightshade can communicate with plants as if they shared a language.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage, and the target's Dexterity score is reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, its corpse turns into a new nightshade following the next full moon.

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

Plant Step (1/Day). Using its movement, the nightshade enters a Medium or larger plant and immediately emerges from another Medium or larger plant within a range of 60 feet.

NISHRUU

NISHRUU

Large aberration, chaotic neutral

Armour Class 10

Hit Points 60 (8d10+16)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	14 (+2)	13 (+1)	14 (+2)	6 (-2)

Damage Immunities poison

Damage Resistances cold, fire

Conditions Immunities charmed, grappled, paralysed, petrified, poisoned, prone, restrained

Senses truesight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Ephemeral. The nishruu can't wear or carry anything.

Gaseous Form. The nishruu can enter a creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Magic Absorption. The nishruu absorbs any magic that it comes into contact with. When the nishruu comes into contact with a spell, the spell is absorbed and has no effect. If the nishruu was subject to damage caused by a spell, it regains a number of hit points equal to the damage the spell would have dealt instead. The only exception are spells that deal cold or fire damage. The nishruu takes half damage from these spells. Spell that do not deal damage are absorbed and the nishruu regains a number of hit points equal to the spell's level.

A magic item with charges loses 1d4 charges at the beginning of each turn it is in contact with the nishruu. Magic items without charges become mundane as long as they are exposed to the nishruu and regain their capabilities 1d4 turns after they are no longer exposed to it. Artefacts and magic items created by deities do not function while exposed to the nishruu and regain their functionality 1 turn after being no longer exposed to it.

A spellcaster that starts its turn in the nishruu loses a random spell slot. The spell slot is regained after a long rest. The caster must also succeed on a DC 13 Constitution saving throw. On a failed save, the creature fall unconscious. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magic Discharge. When a nishruu is destroyed, its body dissipates and sinks into the ground. All magic items with charges within a 30-foot-radius around the nishruu gain 1d6 charges.

Magic Sense. The nishruu is aware of all magic items, enchantments, and spellcasters within a 240-foot-radius.

The nishruu is an alien being that appears like an amorphous cloud of red and purple mist. It is amorphous and has no visible features. The nishruu is known as the eater of magic and feared for its ability to absorb magical spells and turn those who can cast them into mindless shelves of their former selves. Nishruu are gaseous and even breathable, and have no harmful effect on those who do not use magic. Nobody knows where the nishruu originates from, but it is generally assumed that it is not native to the Material Plane.

Silent Invaders. Nishruu barely interact with their environment and the sole purpose of their existence seems to be to consume as much magic as possible. In the Realms, nishruu were first sighted on the Moonshae Isles and have spread into other areas since. The Red Wizards of Thay despise them more than anybody else, for more than one of their magical workshops has been ruined by a nishruu. A subspecies of the nishruu, the hakeashar, can be found Old Empires of Mulhorand, Unther, and Chessenta. It resembles a bright red sphere of gas. Within this sphere, hundreds of grasping claws, probing eyes and fang-filled mouths can be seen.

HAKEASHAR

Large aberration, chaotic neutral

Armour Class 13

Hit Points 93 (11d10+33)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	15 (+2)	14 (+2)	6 (-2)

Damage Immunities poison

Damage Resistances cold, fire

Conditions Immunities charmed, grappled, paralysed, petrified, poisoned, prone, restrained

Senses truesight 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ephemeral. The hakeashar can't wear or carry anything.

Gaseous Form. The hakeashar can enter a creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Magic Absorption. The hakeashar absorbs any magic that it comes into contact with. When the hakeashar comes into contact with a spell, the spell is absorbed and has no effect. If the hakeashar was subject to damage caused by a spell, it regains a number of hit points equal to the damage the spell would have dealt instead. The only exception are spells that deal cold or fire damage. The hakeashar takes half damage from these spells. Spell that do not deal damage are absorbed and the hakeashar regains a number of hit points equal to the spell's level.

A magic item with charges loses 1d4 charges at the beginning of each turn it is in contact with the hakeashar. Magic items without charges become mundane as long as they are exposed to the hakeashar and regain their capabilities 1d4 turns after they are no longer exposed to it. Artefacts and magic items created by deities do not function while exposed to the hakeashar and regain their functionality 1 turn after being no longer exposed to it.

A spellcaster that starts its turn in the hakeashar loses a random spell slot. The spell slot is regained after a long rest. The caster must also succeed on a DC 15 Constitution saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

Magic Discharge. When a hakeashar is destroyed, its body dissipates and sinks into the ground. All magic items with charges within a 30-foot-radius around the hakeashar gain 2d6 charges.

Magic Sense. The hakeashar is aware of all magic items, enchantments, and spellcasters within a 480-foot-radius.

NORKER

Norkers are more primitive relatives of hobgoblins. They are hairless, have long fangs and grey skin. This skin is incredibly tough; as a result, norkers never wear armour. They prefer to use large blunt weapons in combat, and also attack with their nasty fangs. Norkers are led by the strongest individual in their group. Norker leaders are overthrown when they shown signs of weakness or get old. This results in temporary chaos, making the norkers even more disorganised than they already are. Norkers are a beligerent races and, though they avoid full-blown conflicts, always wage guerilla warfare against their neighbours.

Lazy Backstabbers. Norkers are an unproductive race. They rarely manufacture anything they need and prefer to take it from other races instead. Most norkers live in caves, and those who live in villages on the surface have taken them from other races. Norkers form alliances with stronger races, but always look for a way to betray them for their own benefit. Hobgoblins are respected and feared by norkers, and charismatic hobgoblin leaders sometimes manage to bring a bunch of norkers under their control and teach them some discipline. The norkers that live in the Forest of Tethir are known to worship Maglubiyet, chief deity of goblinoids.

NORKER

Small humanoid (goblinoid), chaotic evil

Armour Class 16 (natural armour)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception

Languages Goblin, Orc

Challenge 1/2 (100 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Greatclub. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) bludgeoning damage.



NYTH

The nyth, often mistaken for a will-o'-wisp, is a predator that haunts the northern forests of Faerûn. It appears as a glowing sphere of red, orange or green light. Nyth float silently, but can speak the common tongue. Among themselves, they communicate with a sign language of flickering lights similar to that of firestars. The barbarian of the North refer to nyth as "wildfires" and consider them to be evil spirits.

Points of Light. Unlike firestars, nyth are as active during the day to hunt birds and small mammals. They often attack with the sun behind them, making them hard to spot before it's too late. Small prey is killed with a bite; against larger enemies, the nyth uses magical projectiles. The nyth itself is immune to attacks like this and even has the ability to reflect certain spells back at the caster.

NYTH

Small aberration, lawful evil

Armour Class 16

Hit Points 49 (14d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	11 (+0)	15 (+2)	12 (+1)	11 (+0)

Damage Immunities fire, lightning

Conditions Immunities charmed, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages Common, Nyth

Challenge 4 (1,100 XP)

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

Spell Protection. The nyth does not take damage from spells that target it directly. If the nyth is targeted by a magic missile, the projectile is directed back at the caster.

Variable Illumination. The nyth can control its illumination level. When the nyth reduces its brightness to total darkness, it is not visible in dim or darker lighting conditions.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target.
Hit: 10 (3d6) piercing damage.

Magic Dart (Recharge 4-6). The nyth releases two magical darts. The darts hit one or two creatures the nyth can see within a range of 120 feet and deal 18 (4d6+4) force damage each.

OGRE

Ogres are an evil race related to the giants. They are tall and physically powerful humanoids, but not blessed with many mental capabilities. Ogres and ogre subraces are common in the Realms.

Nordic Ogres. The ogres of the Ice Spire are taller, thinner and generally more dangerous than the common ogres found elsewhere in Faerûn. Ice Spire ogres have brown to yellow skin, black or grey hair and purple eyes. All of them smell like rotten flesh. Ice Spire ogres are well-adapted to the cold environment they live in and quite stealthy considering their size.

Vaprak's Ogres. Many Ice Spire ogres live in a large tunnel complex high up in the mountains. This complex is well-fortified and the different caves connected via ladders and stairs. The ogres in these caves worship Vaprak the Destroyer, patron deity of the ogres. They are militaristic and fond of combat. From time to time, bands of these ogres leave the mountains to plunder and maraud, even if they do not require anything of what they steal.

Blood Dancers. Another tribe of Ice Spire ogres lives in an icy chasm known as the Dour Fissure. These ogres are under the influence of the demon lord Baphomet. The Dour Fissure ogres sometimes go into a frenzy known as the Blood Dance. While frenzied, the ogres attack anyone who isn't one of their own and never stop fighting until they or their opponents have been killed. Nobody, not even the ogres themselves, can predict when the Blood Dance starts.

Tragic Monstrosities. The Dour Fissure ogres pay a heavy price of their relationship with Baphomet. They do little else than fight, eat, and sleep. The rest of their time is spent in a lethargic state. At Baphomet's bidding, they occasionally enter a trance and begin to carve hideous and disturbing shapes and forms into the rock outside the chasm to scare away intruders.

ICE SPIRE OGRE

Large giant, chaotic evil

Armour Class 12 (hide armour)

Hit Points 68 (8d10+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	11 (+0)	7 (-2)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 2 (450 XP)

Snow Stealth. The ogre has advantage on Dexterity (Stealth) checks while in its natural environment

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 18 (2d12+5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

ICE SPIRE OGRE CHIEFTAIN

Large giant, chaotic evil

Armour Class 16 (scale mail)

Hit Points 104 (11d10+44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +6, Int +5, Wis +4

Skills Intimidation +4, Perception +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 5 (1,800 XP)

Snow Stealth. The ogre has advantage on Dexterity (Stealth) checks while in its natural environment

Actions

Multiattack. The ogre makes two attacks with its

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (4d6+6) slashing damage.

VARIANT: ICE SPIRE OGRE BLOOD DANCER

Baphomet's ogres can enter a frenzy known as the Blood Dance. A **Blood Dancer** has a challenge rating of 3 (700 XP) and the following additional trait:

Blood Dance. The ogre has advantage on melee weapon attack rolls. It can't become charmed, frightened, or exhausted.

ICE SPIRE OGRE CABALIST

Large giant, chaotic evil

Armour Class 13 (hide armour)

Hit Points 68 (8d10+24)

Speed 40 ft.

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

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 3 (450 XP)

Snow Stealth. The ogre has advantage on Dexterity (Stealth) checks while in its natural environment

Spellcasting. The ogre is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ogre has the following cleric spells prepared:

Cantrips (at will): *light*, *scared flame*, *thaumaturgy*
 1st Level (4 slots): *bane*, *guiding bolt*
 2nd Level (3 slots): *hold person*, *prayer of healing*
 3rd Level (2 slots): *bestow curse*

Actions

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) bludgeoning damage plus 7 (2d6) cold damage.

ONDONTI

Ondonti live north of The Ride, in a secluded part of the Tortured Lands. They are closely related to common orcs and superficially, the two races are almost indistinguishable. With regard to society and their way of life, the two could hardly be any more different. Ondonti live as peaceful farmers and gatherers, taking only what they need to survive from the land.

Rural Pacifists. Ondonti worship Eldath, Mother Guardian of Groves, and follow a philosophy of peace and harmony. Some scholars suspect that the very first ondonti were in fact orcish infants found by clerics of Eldath and raised with her teachings. These teaching are embedded in a cycle of tales called the Way of Peace.

Slaves of the Zhents. The ondonti lived peaceful lives until they were discovered by a scouting party from Zhentil Keep. Not prepared for any from of war and rejecting violence and bloodshed, the ondonti were quickly overwhelmed by Zhent forces. All ondonti with the exception of an isolated tribe were enslaved. The ondonti are not suited for the battlefield, but their pacifist attitude and great physical strength makes them ideal for lightly supervised manual labour. Some ondonti have been raised among orcs and been trained as assassins, but even these ondonti aren't as ruthless and brutal as their orc cousins.

ONDONTI

Medium humanoid (orc), lawful good

Armour Class 11 (16 with barkskin)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception

Languages Common, Orc

Challenge 1/4 (50 XP)

Innate Spellcasting. The ondonti's innate spellcasting ability is Wisdom (spell save DC 10). The ondonti can innately cast the following spells, requiring no material components:

3/day each: *purify food and drink*, *sanctuary* (self only)
 1/day: *barkskin*

Actions

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

VARIANT: ONDONTI SOLDIER

Some ondonti have been trained with orcs and turned into soldiers. A lawful neutral **ondonti soldier** wearing leather armour and carrying a shield (AC 14), and wielding a greatsword has a challenge rating of 1/2 (200 XP) and the following additional action options:

Multiattack. The ondonti makes two greatsword attacks.

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

PHAERIMM

PHAERIMM

Large aberration, neutral evil

Armour Class 16 (natural armour)

Hit Points 105 (14d10+28)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Dex +4, Con +5, Wis +6, Cha +6

Skills Arcana +7, History +7, Insight +5, Intimidation +6

Conditions Immunities petrified

Senses truesight 60 ft., passive Perception 13

Languages Deep Speech, Phaerimm, Undercommon, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Spellcasting. The phaerimm is a loth-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The phaerimm doesn't require any components to cast spells and has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *minor illusion*

1st level (4 slots): *charm person*, *magic missile*, *shield*

2nd level (3 slots): *crown of madness*, *mirror image*, *misty step*

3rd level (3 slots): *dispel magic*, *fireball*, *hypnotic pattern*

4th level (3 slots): *confusion*, *ice storm*, *phantasmal killer*

5th level (2 slots): *dominate person*, *mislead*

Actions

Multiattack. The phaerimm makes four attacks: One with its bite, two with its claws and one with its stinger.

Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target.
Hit: 15 (3d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target.
Hit: 11 (2d8+2) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target.
Hit: 6 (1d8+2) piercing damage, and target must succeed on a DC 15 Constitution saving throw or be paralysed for 1 minute. This ability has no effect on undead. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The phaerimm are an ancient race of powerful magicians. Phaerimms have a large conical body with an ovoid head surrounded by four arms. No face is discernible, but phaerimms have a terrifying mouth filled with sharp teeth and surrounded by countless villi. Their bodies end in a stinger that secretes a paralysing poison. Among each other, phaerimms communicate by varying the wind speed around their bodies. To speak with other creatures, they use a form of telepathy.

Ancient Mages. Phaerimm are masters of magic. They live long and spend this live studying the arcane and learning new spells. Phaerimms favour spells from the School of Illusion, but are not above using something more violent when the situation demands it. Phaerimms enslave other

creatures or bring them under their control with magic - their only purpose in the eye of a phaerimm. Sometimes a phaerimm lets its slave fight one another, or charms half a group of travellers and forces the other half to fight their companions. Phaerimms enjoy sadistic games like this, and this enjoyment is the only thing that prevents them from trying to exterminate all other living beings.

Forgotten Evil. Millennia ago, the phaerimm plotted to destroy all life in Faerûn. One reason for this was the Netherese Empire, a mighty nation led by wizards. Netheril demanded so much magic that the magical powers in the phaerimms' homeland began to wane and the phaerimm's survival was at stake. Netheril's arrogance - in which the wizards even challenged the gods - ultimately led to their downfall and the destruction of their empire. The phaerimms took this opportunity to devastate Netheril and created what is now know as the Anauroch Desert. What stopped them was the intervention of another ancient race, the Sharns, who defeated and imprisoned the phaerimms. Some of them escaped their prisons since and live in the Myth Drannor and other places.

PTERAFOLK

PTERAFOLK

Large humanoid (shapechanger), neutral evil

Armour Class 14 (natural armour)

Hit Points 42 (5d10+15)

Speed 30 ft. (10 ft. in pteranodon form), fly 30 ft. (50 ft. in pteranodon form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	9 (-1)

Senses passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

Flyby. The pterafolk doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Shapechanger. The pterafolk can use its action to polymorph into a winged humanoid or into a pteranodon, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The pterafolk makes two attacks. Neither its bite nor its spear can be used twice using this action.

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

Claw (Winged Humanoid or Pteranodon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Spear (Humanoid and Winged Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Pterafolk are reptilian humanoids. From a distance, they can be mistaken for lizardfolk, but closer observation reveals that they lack a tail, are taller and leaner, and resemble a humanoid pteranodon more than anything else. Pterafolk have the innate ability to polymorph into a

winged humanoid or a pteranodon. Fully transformed, they can no longer use their claws to handle tools or weapons but become fast and agile flyers.

Airborne Raiders. Pterofolk vicious and mean-spirited creatures. They care little for other races and raid settlements to take what they can't manufacture themselves. During these raids, pterafolk always attack from air. Pterafolk are mainly found in the jungles of Chult and the enemies of both the human and goblin tribes living there.

QUELZARN

The quelzarn is a giant aquatic snake found in the Shining South. Quelzarn are swift and deadly hunters, and probably of magical origin. They have an eel-like appearance but a spinelike fin on their back and eyes like those of humans. This has led to speculation that the quelzarn is an artificial creature and possibly the result of experiments done by the mages of Unther. Quelzarn have the imitate ability to paralyse other creatures, and there are reports of sailors that were paralysed while standing on a pier only to be eaten by a quelzarn that reared out of the water and grabbed them.

QUELZARN

Large monstrosity, unaligned

Armour Class 12

Hit Points 119 (14d10+42)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	13 (+1)	7 (-2)

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception

Languages —

Challenge 5 (1,800 XP)

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 21 (3d10+5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the quelzarn. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the quelzarn, and it takes 14 (4d6) acid damage at the start of each of the quelzarn's turns. If the quelzarn takes 30 damage or more on a single turn from a creature inside it, the quelzarn must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the quelzarn. If the quelzarn dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Paralysing Gaze (Recharge 6). The quelzarn chooses a creature it can see within a range of 90 feet. The target must succeed on a DC 14 Wisdom saving throw or be paralysed for 1 minute. This ability has no effect on undead. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RAVEN, GREAT

Great ravens are home around the city of Ravens Bluff, which is named after them. Great ravens look much like common ravens but are larger, more intelligent and have the ability to speak. Some say that these ravens can even foretell the future. In Ravens Bluff, great ravens can be found almost anywhere, as can common ravens and crows.

Dark Curses. Great ravens are larger than their cousins, but not a serious threat to most races. However, killing a great raven can have terrible consequences: A slain raven can utter a curse that affects its killer. When the raven is silenced just before it meets its demise, the curse will be spoken out by a haunting disembodied voice. Magic can silence this voice, but will not prevent the curse from being bestowed on the killer.

Mysterious Companions. From time to time, a great raven gains interest in a humanoid, most likely a traveller. When this happens, the raven will follow and observe the person for several days. Sometimes a raven can be chased away, sometimes with will only intensify its curiosity. Curious ravens are likely to remain with the person for a couple of weeks.

GREAT RAVEN

Tiny beast, neutral (75%), or neutral evil (25%)

Armour Class 13

Hit Points 5 (2d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Skills Insight +4, Perception +4

Senses passive Perception

Languages Common

Challenge 1/8 (25 XP)

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

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Raven's Curse. When the raven is killed, it curses the creature that killed it. The raven being unable to speak when it dies does not prevent the curse. The curse lasts for 2d20 days. After this period, the target is permitted a DC 15 Charisma saving throw per day to shake off the curse. Remove curse cannot lift this curse. The DM decides what kind of curse the raven utters. Possible curses include:

- Disadvantage on ability checks and saving throws for one ability score.
- Disadvantage on attacks with melee or ranged weapons.
- When the target deals damage to another creature, it takes 1d4 psychic damage.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage.

REVEREND ONE

Reverend ones are mysterious elven creatures that sometimes appear on the battlefield to aid elves in a fight. Who exactly the reverend ones are is debated. Some say that they are the spirits of elven warriors that chose to remain in the world of the living and defend their eleven brethren. Other claim that the reverend ones have been created by the Seldarine to protect elven communities. Virtually nothing is known about the society of the reverend ones, if one even exists.

Mysterious Warriors. Reverend ones almost always appear in groups. They wear plate armour and carry shield, and usually carry a longsword and a longbow. Tales tell of reverend ones riding into battle on warhorses, but these stories could never be confirmed. When a reverend one falls, it returns to Arvandor, and its armour and weapons disappear. On rare occasions, a reverend one leaves a weapon behind for a deserving elven warrior.

REVEREND ONE

Medium celestial, neutral good (50%) or chaotic good (50%)

Armour Class 20 (plate and shield)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Con +5, Int +4, Wis +5, Cha +3

Skills Perception +5

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Elvish

Challenge 6 (2,300 XP)

Radiant Weapons. When the reverend one hits with a weapon, it deals an extra 18 (4d8) radiant damage (included in the attack).

Actions

Multiattack. The reverend one makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) slashing damage plus 18 (4d8) radiant damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4+4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 18 (4d8) radiant damage.

Parry. The reverend one adds 3 to its AC against one melee attack that would hit it. To do so, the reverend one must see the attacker and be wielding a melee weapon.

SCALAMAGDRION

The scalamagdrion resembles a silver dragon, but has grey scales, green eyes and a long tail with bony spikes at the end. Many believe the scalamagdrion to be unique, though it is actually a race of beasts. The reason for this is a book named after these creatures, *The Scalamagdrion*. It tells the tale of Ningulfim, a cunning scalamagdrion with vaguely defined magical powers. Ningulfim lives in a network of cavern, possibly beneath the Great Glacier where several scalamagdrions have been sighted.

Silent and Stealthy. Scalamagdrions have a unique trait: They are surrounded by a sphere of absolute silence, making them uncannily quite despite their size. The silence also prevents a scalamagdrion to use any form of vocal language, and it is speculated that scalamagdrions use a sign language to communicate with one another. Scalamagdrions enjoy the taste of human flesh, but are content with the meat of other creatures too.

SCALAMAGDRION

Large dragon, neutral

Armour Class 14 (natural armour)

Hit Points 153 (18d10+54)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +6, Int +3, Wis +4

Skills Perception +4, Stealth +5

Damage Immunities thunder

Damage Resistances cold, fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

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

Sphere of Silence. No sound can be created within a 20-foot-radius around the scalamagdrion. Creatures and objects in this sphere are immune to thunder damage, and creatures are deafened while entirely inside it.

Actions

Multiattack. The scalamagdrion makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 15 (2d10+4) piercing damage.

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

Hit: 22 (4d8+4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 31 (6d8+4) piercing damage.

SHALARIN

The shalarin are a sophisticated race of aquatic humanoids. They have webbed fingers and toes, but their most prominent feature is the fin that runs from the bridge of the nose over their skull down to their tailbone. Shalarin have gill slits along their collarbones and rib cage, are completely hairless and have dark, almost fully black eyes.

Rigid Castes. Shalarin society is defined by a caste system with four castes: The Protectors (warriors), the Providers (administrators, rulers, workers), the Scholars (artists, philosophers, historians), and the Seekers (explorers). Many shalarin are not aware that other species do not necessarily have a similar system, and get confused when they meet someone who mixes professions of two or more castes, such as a bard who is also a warrior. Shalarin eggs have distinctive colour patterns indicating the caste a child will belong to.

Ancient Creatures. In Faerûn, shalarin can only be found in the Sea of Fallen Stars. Their territory spans from the Whamite Isles to the Easting Reach between Impiltur and the Great Dale. The shalarin's ancestral home is the Sea of Corynactis, west of Maztica. Many groups of shalarin still live in that area, and it is unclear what led the Faerûnian shalarin away from their homeland.

SHALARIN

Medium humanoid, lawful neutral

Armour Class 12

Hit Points 18 (4d8)

Speed 10 ft., swim 50 ft.

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

Senses darkvision 120 ft., passive Perception

Languages Aquan

Challenge 1/4 (50 XP)

Water Breathing. The shalarin can breathe only underwater.

Actions

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

VARIANT: SHARN ENCHANTER

Many sharn are practitioners of the arcane arts. A **sharn enchanter** spellcaster has a challenge rating of 9 (5,000 XP) and the following trait:

Spellcasting. The sharn is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The sharn doesn't require any components to cast spells and has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *shocking grasp*
 1st level (4 slots): *charm person*, *chromatic orb*, *detect magic*, *sleep*
 2nd level (3 slots): *darkness*, *detect thoughts*, *misty step*
 3rd level (3 slots): *dispel magic*, *fireball*, *hypnotic pattern*
 4th level (3 slots): *confusion*, *greater invisibility*, *wall of fire*
 5th level (1 slot): *dominate person*

SHARN

The sharn are a mysterious race that dwells in several underground complexes, including Undermountain. Sharn are a reclusive race and do not tolerate intruders in their tunnels. Those who enter a sharn cave after a warning are likely to be killed and eaten. Sharn appear as large black beings shaped like tear drops. Their bodies are covered in tiny eyes and surrounded by a faint purple glow.

Ethereal Portals. Sharn can alter their shape and from up to three heads and three appendages. Each of these appendages in turn has three arms and claws. In addition to this, sharn have the ability to form small purple portals at will. They move their claws through these portals, which allows them to attack enemies over a long distance.

Enigmatic Mages. The sharn are an ancient species whose origins are unknown to scholars. What is known is that the sharn are sworn enemies of the phaerimms and imprison them millennia ago, possibly saving Faerûn from destruction. Like the phaerimm, sharn wield powerful magic. There are several sharn clans, and those in the Undermountain worship the Drowned Queen, a mysterious creature from the depths of Sargauth. Some say that the Drowned Queen is an ancient aboleth with unusual magical powers. Other sharn clans worship other gods, including human, elven, dwarven and even goblinoid gods.

SHARN

Large aberration, chaotic neutral

Armour Class 17 (natural armour)

Hit Points 133 (14d10+56)

Speed 10 ft., fly 40 ft. (hover)

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

Saving Throws Str +7, Dex +8, Con +7, Wis +6

Skills Arcana +7, Insight +6, Intimidation +8, Perception +6

Conditions Immunities charmed

Senses truesight 60 ft., passive Perception

Languages Deep Speech, Sharn, telepathy 120 ft.

Challenge 7 (2,900 XP)

Alien Mind. A creature that tries to read the sharn's thoughts or deals psychic to it takes 14 (4d6) points of psychic damage and must succeed on a DC 15 Intelligence saving throw or be unconscious for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Magic Weapons. The sharn's weapon attacks are magical.

Actions

Multiattack. The sharn makes four claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

SHATJAN

The shatjan is a nature spirit that lives high up in the north, where it protects the reindeer herds that roam the tundra. It has the body of a human and the head of reindeer. Both sexes have antlers, with the males having larger ones. A shatjan's neck, shoulders, and forearms are covered in thick brown fur. Shatjans make wear minimal clothing from bark and fur, and often decorated with strange symbols. They are solitary creatures that move with the reindeer they guard. Shatjan only meet to mate or when one of them is in grave danger.

Guardian Spirits. Shatjan protect their reindeer herds, but only intervene when predators kill too many reindeer or when natural disasters threaten to eliminate the entire herd. The tribes of the north respect and fear the shatjan, and they will never begin a hunt without making an offering to the shatjan first. Shatjan play a prominent role in the folklore of the tribes of the north and are considered to be powerful totem spirits.

SHATJAN

Medium fey, lawful neutral

Armour Class 15 (natural armour)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +3, Int +4, Wis +5

Skills Perception +5, Stealth +3

Damage Immunities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages Common, Sylvan

Challenge 5 (1,800)

Speak with Beasts. The shatjan can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The shatjan makes two attacks with its greataxe, or one attack with its greataxe and one with its ice breath.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+4) slashing damage.

Ice Breath. The shatjan breathes ice at one creature within a range of 5 feet. The must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or no damage on a successful one.

SILVER DOG

Few have ever seen the beautiful being known as the silver dog. Silver dogs appear as graceful canines with long flowing hair the colour of mercury. Silver dogs only appear at night when they, so legends say, feed on the light of the moon. The origin of the silver dog is unknown, but druids consider it to be a guardian spirit of the forest it dwells in.

Alien Grace. The dog's supernatural beauty is so fascinating that it forces those who see a silver dog to chase and try to catch it. It is said that those who catch a silver dog are granted a wish, but those who try to destroy it suffer a terrible fate. Nobody has ever witness a silver dog defending itself in any other way than fleeing.

SILVER DOG

Medium fey, neutral

Armour Class 14

Hit Points 49 (9d8+9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	16 (+3)	14 (+2)	18 (+4)

Skills Perception +4, Stealth +6

Conditions Immunities charmed, paralysed, petrified

Senses darkvision 120 ft., passive Perception 14

Languages understands all languages but can't speak

Challenge 3 (700 XP)

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

Silver Charm. A humanoid with an Intelligence score of 5 or higher that sees the silver dog must succeed on a DC 19 Charisma saving throw or become charmed. While charmed, the target is compelled to chase the silver dog and try to catch it. A creature can repeat the saving throw for each minute it spends chasing the dog, ending the effect on itself on a success and becoming immune to the charm of this particular silver dog. A charmed creature that loses the silver dog and does not see it again within 1 hour is no longer charmed, but does not become immune to the silver dog's Charm. A creature that catches the dog is granted a wish by it. A creature that slays the dog is reduced to 0 hit points.

SKUM

SKUM

Medium humanoid, lawful evil

Armour Class 14 (natural armour)

Hit Points 27 (5d8+5)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities psychic

Senses darkvision 120 ft., passive Perception 10

Languages Deep Speech

Challenge 1 (200 XP)

Amphibious. The skum can breathe air and water.

Actions

Multiattack. The bugbear makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4+3) slashing damage.

SKUM RENEGADE

Medium humanoid, neutral evil

Armour Class 14 (natural armour)

Hit Points 32 (6d8+5)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	16 (+3)	12 (+1)	8 (-1)

Skills Deception +1, Insight +5, Perception +3

Senses darkvision 120 ft., passive Perception 11

Languages Deep Speech

Challenge 2 (450 XP)

Amphibious. The skum can breathe air and water.

Innate Spellcasting (Psionics). The skum's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand* (the hand is invisible)

2/day each: *misty step*, *nondetection* (self only)

1/day: *command*, *magic weapon*

Actions

Multiattack. The bugbear makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4+3) slashing damage.



The skum are a race of fish-like humanoids. They were created by the aboleth to serve them as slaves and beasts of burden. Skum were originally human but retained nothing but their humanoid shape. A skum is physically powerful, but had a fragile mind designed to be susceptible to the powers of its masters. Due to the nature of their creation, skum are quite diverse. Some are hulking and intimidating, others sleek and agile. The smartest skum have sharper minds than most humans, the dimmest are only slightly more intelligent than animals. There is a slight chance that a skum becomes psionically aware. Aboleth fear these renegade skum and kill them as soon as they are discovered, which is why they work hard to keep their talents a secret from their masters.

Lord of the Skum. Some skum have escaped their aboleth masters and live in colonies near the coast. A prominent aboleth with many skum servants is the Skull Lord, an agent of the Kraken Society in Skullport. The Skull Lord is said to control a large part of Skullport, using humans as informants and for daytime activities, and skum to enforce his will during the night.

STRIDER, GIANT

GIANT STRIDER

Large monstrosity, unaligned

Armour Class 12

Hit Points 22 (3d10+6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	2 (-4)	11 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Heat Absorption. The giant strider regains 3 hit points at the start of its turn. If the strider is not exposed to intense heat or fire, this trait doesn't function at the start of the strider's next turn.

Actions

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

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8+2) piercing damage.

Fireball (Recharge 6). The giant strider emits a fireball from its mouth. The fireball has a range of 60 feet and bursts in a radius of 10 ft. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

The giant strider is an ostrich-like featherless bird that inhabits volcanic regions. Often mistaken for a lizard, giant striders have red, leathery skin and glowing eyes. Their beak-like jaws are full of sharp little teeth. Due to its unique resistance to heat and fire, striders have no natural enemies.

Fearless Mounts. Giant striders share their habitat with firenewts. These reptilian humanoids raise striders from eggs and train them as mounts. Only the strongest and bravest firenewts warriors become riders and lead parties of firenewts on raids outside their native territory. Giant striders do not only withstand immense amounts of heat, but do in fact have a metabolism that allows them to recover from wounds quickly as long as they are exposed to intense heat.

Fire Birds. In combat, giant strider attack either with a bite when they face their opponent, or with a kick when their opponent stands behind them. Occasionally, a strider spits out a ball of fire when it faces several opponents at once. Giant striders are generally fearless and flee only from opponents that are significantly larger than they are.



TEMPEST

The tempest is a living, sentient storm. It appears as a huge agglomeration of dark clouds accompanied by strong winds and electrical discharges. Occasionally, twisted faces or bestial features can be seen in the clouds. Tempests speak the language of air elementals, and a few of them can communicate in halting Common. Tempests are very territorial, and can be quite malicious. When a powerful creature, especially a flyer, enters a tempest's domain, the tempest is likely to challenge it. However, tempests can be appeased by making a sacrifice. Tempests live off the moisture their sucks from the air around them.

TEMPEST

Gargantuan elemental, chaotic neutral

Armour Class 15

Hit Points 201 (13d20+65)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	20 (+5)	9 (-1)	17 (+3)	10 (+0)

Saving Throws Str +7, Int +4, Wis +8

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Resistances lightning, thunder

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 13

Languages Auran

Challenge 13 (10,000 XP)

Storm Aura. The tempest is surrounded by a 20-foot-sphere of strong winds. This area is difficult terrain, and attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the sphere. Fog, vapour, and gases in the sphere are dispersed. Torches and other smaller fires are extinguished. The tempest itself is not affected by the aura.

Actions

Multiattack. The tempest makes a lightning strike attack and a twister attack.

Lightning Strike. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 33 (6d10) lightning damage.

Twister. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (4d10) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be flung 30 feet away from the tempest in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 6 (1d10) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Ice Wind (Recharge 5-6). The tempest exhales an frigid air in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one. Targets that do not make their saving throw additionally have their Dexterity score reduced by 1d6. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

THYLACINE

The thylacine, also known as the mantiger or jumping tiger, is an intelligent predator with illusionary powers. It looks much like a tiger, but with grey fur and no stripes. Thylacines are very agile even for a great cat, but their most remarkable ability is to generate an illusion that makes them appear as a human being. Thylacines use this power to lure travellers or even other predators. With the exception of mated pairs, thylacines are always solitary. They sometimes form alliances with other sapient great cats or feline creatures against a common foe.

THYLACINE

Large monstrosity, neutral

Armour Class 13

Hit Points 30 (4d10+8)

Speed 50 ft.,

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

Skills Perception +3, Stealth +5

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Pounce. If the thylacine moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the thylacine can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the thylacine can long jump up to 25 feet.

Actions

Multiattack. The thylacine makes one attack with its bite and one with its claw.

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.

False From (1/Day). The thylacine makes itself appear as a harmless generic human until it attacks or until its concentration ends (as if concentrating on a spell). The change is illusory and the thylacine does not change its actual form. A DC 13 Intelligence (Investigation) check reveals this illusion.

TOMB TRAPPER

The tomb trapper, also known as the thaalud, appears as a tall sexless humanoid with no facial features and a body made of smooth grey-blue material. Its most striking feature is the huge terrifying mouth in its abdomen. Tomb trappers are generally armed with massive hammers, but will use their sharp claws too if necessary. Tomb trappers seem to be artificial beings, and it has been suggested that they are magically transformed humans from Netheril and possibly a weapon created to be used against the phaerimms.

Magic Collectors. Tomb trappers are named after their ability to burrow through the ground. They use this skill to enter underground tombs and other places where magical items are hidden. Magic is sacred to tomb trappers. They never use magic item themselves, but gather, venerate, and protect them. Tomb trappers live in clans and collectively guard their magic items. They only keep gems and other minor treasures for themselves. According to tomb trapper lore, magic stems from a place they call the Source of All Magic. The faceless beings spend their eternal lives searching for this place. Tomb trappers are awed by earth elementals and believe them to be connected to the Source.

TOMB TRAPPER

Huge construct, lawful neutral

Armour Class 19 (natural armour)

Hit Points 231 (22d12+88)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +7, Wis +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities blinded, charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 13 (10,000 XP)

Keen Hearing. The tomb trapper has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The tomb trapper makes two attack: one with its bite, and one with its claws or its greathammer.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 51 (10d8+6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

Greathammer. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 28 (6d6+6) bludgeoning damage.

UNICORN, BLACK

The black unicorn is result of experiments by the Red Wizards of Thay. Black unicorns resemble white unicorns and are just as beautiful, but also twisted and evil. They have shiny black fur, glowing red eyes, and spiralling silver horns. Black unicorns have an inherent hatred for white unicorn. Whenever two of these creatures meet, a fight to the death is likely. A black unicorn does not possess all the magical abilities of a white one, but compensates for this with greater physical strength and ferocity. Black unicorns are carnivorous and enjoy the taste of human, elven and unicorn flesh.

Thayan Steeds. Black unicorns were originally bred for the Thayan military and are popular pets among the Red Wizards. Their strength is far superior to that of a war-horse and their ability to teleport allows them to ambush enemy troops easily. However, a black unicorn can only teleport itself, and many a overwhelmed Thayan rider found himself spontaneously dismounted when his steed decided that the tide of the battle went into the wrong direction. The Sisters of Cyric are a famous cavalry unit that consists entirely of female clerics of Cyric and black unicorns.

BLACK UNICORN

Large celestial, chaotic evil

Armour Class 16 (chain barding)

Hit Points 85 (9d10+27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	15 (+2)	10 (+0)	16 (+3)

Damage Immunities poison

Conditions Immunities charmed, paralysed, poisoned

Senses darkvision 60ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

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

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage.

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

Harming Touch (3/Day). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) necrotic damage, and the target is poisoned until healed or until it takes a long rest.

Teleport (1/Day). The unicorn magically teleports itself to a location the unicorn is familiar with, up to 1 mile away.

VAMPIRIC MIST

VAMPIRIC MIST

Medium aberration, chaotic evil

Armour Class 13

Hit Points 36 (8d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities blinded, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 3 (450 XP)

Blood Sense. The mist senses all warm-blooded creatures within a radius of 180 feet.

Mist Form. The mist can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Mist Stealth. While in fog or vapour, the mist can take the Hide action as a bonus action.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0

VAMPIRIC MIST

The vampiric mist is a gaseous being that preys on warm-blooded creatures. When hungry, the mist is whitish and can be confused with an air elemental or a vampire in gaseous form. Once it drained a creature, the vampiric mist is scarlet red and reeks of blood. Vampiric mists prefer to hunt during dawn and at night, where they can mix with the morning and night fog. Though apparently intelligent, vampiric mists don't seem to speak any known languages.

CRIMSON DEATH

The crimson death is a creature quite similar to the vampiric mist, but significantly more powerful. Like the vampiric mist, it is a vaporous being that thrives on the blood of other creatures. Unlike the vampiric mist, it is vaguely shaped like a humanoid with twisted facial features. Tales draw a connection between vampires and crimson deaths. Some say that the death is a slain vampire, others claims that whenever a vampire is born, its lost soul forms a crimson death. Whichever answer is right, no crimson death has ever been willing to give it.

Lone Bloodsuckers. Crimson deaths live in bogs, near lakes and in other areas where fog appears regularly. They have no use for gold, gems or other riches, but nevertheless like to hoard treasure. Crimson deaths make their lair in abandon houses of peat cutters, old charnel houses and similar places. When a crimson mist is destroys, it disappears immediately in a gruesome



CRIMSON DEATH

Medium aberration, neutral evil

Armour Class 14

Hit Points 136 (21d8+42)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 9 (5,000 XP)

Blood Sense. The mist senses all warm-blooded creatures within a radius of 180 feet.

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

Mist Form. The mist can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Mist Stealth. While in fog or vapour, the mist can take the Hide action as a bonus action.

Actions

Blood Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken, and the mist regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SCARLET DANCER

The scarlet dancer appears as a swarm of small spheres of mist. A single scarlet dancer is barely a threat, but a swarm of them can turn a human into a bloodless corpse in a matter of minutes. Most of the time, scarlet dancers feed on rats and other small animals, though. Scarlet dancers are mainly found in the sewers below Zhentil Keep. They are feared among the Keep's population, and the people avoid areas where they have been spotted

VOLT

The volt is a curious little creature, but mean-spirited and dangerous. It resembles a floating sphere of bristly grey hair with two eyes and small horn-like appendages scattered over its body. In darkness, the faint blue aura that surrounds a volt can be seen, and those with a keen sense of hearing can hear the humming noise it emits. Volt live in herds and thrive of electricity and the blood of other creatures. They are often found in places with a high frequency of thunderstorms

SCARLET DANCER

Medium swarm of Tiny aberrations, unaligned

Armour Class 12

Hit Points 76 (17d8)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Resistances bludgeoning, piercing, slashing

Conditions Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Blood Sense. The swarm senses all warm-blooded creatures within a radius of 120 feet.

Misty Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

Sunlight Sensitivity. While in sun light, the swarm has disadvantage on attack rolls and ability checks.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

VOLT

Small aberration, unaligned

Armour Class 13

Hit Points 14 (4d6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Damage Immunities lightning

Conditions Immunities prone

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 1 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Tail. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) lightning damage.

WEMIC

Wemics are creatures with the upper body of a human, the lower body of a lion, blond mane-like hair and leonine facial features. They possess the keen senses of a lion and share their habitat. In the Realms, wemics are mainly found in the Stonelands near the Storm Horn Mountains, Pelloor's Prairie and the Shining Plains west of Turmish. Wemics live in groups called prides, with some prides forming wemic nations.

Proud Warriors. Wemics are fierce warriors and hunters. Their culture is quite primitive; wemics do not manufacture anything but simple weapons and ornaments, and - despite of an intellect similar to that of humans - don't seem to be interested in technological advancement. Wemic warriors primarily use spears and stone clubs combined with leather shields. Those who travel through wemic territory have to pay a toll, preferably something the wemics don't make themselves. Wemics can also be hired as scouts and trackers, something they excel at.

WEMIC

Large monstrosity, neutral

Armour Class 14 (shield)

Hit Points 52 (7d10+14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Wemic

Challenge 2 (450 XP)

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

Pounce. If the wemic moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the wemic can make one spear attack against it as a bonus action.

Running Leap. With a 10-foot running start, the wemic can long jump up to 25 feet.

Actions

Multiattack. The wemic makes two attacks, only one of which can be a shield bash.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WIZSHADE

Wizshades, also known as spellshades, are bizarre magical beings that roam outer space around Toril and can also be found in the Underdark. They resemble translucent wizards, often with long beards if male and long hair if female. Wizshades seem to fly around freely in a vortex, ignoring gravity. Their pupilless eyes and vortices share a colour.

This colour apparently indicates the wizshade's rank, ascending from violet through indigo, blue, green, yellow, orange, and red. Nobody knows what meaning these ranks actually have, as wizshades are not organised and their colour is independent from their magical power.

Colour Magic. Some say that wizshades were either transformed by magical experiments or ascended to a higher form of existence. Asking a wizshade is unlikely to clarify this: despite their intelligence and vast knowledge of the arcane, wizshades often talk gibberish and act erratically. They seem to enjoy annoying powerful mages, clerics, or psionists they encounter. Wizshades cast spells spontaneously, and often cast completely random and inappropriate magic when the face other creatures.

WIZSHADE

Medium aberration, chaotic neutral

Armour Class 18 (natural armour)

Hit Points 55 (10d8+10)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	19 (+4)	15 (+2)	16 (+3)

Skills Arcana +7, History +7, Insight +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception

Languages Common plus up to three other languages

Challenge 5 (XP)

Incorporeal Movement. The wizshade can move through other creatures and objects as if they were difficult terrain. It takes 7 (2d6) force damage if it ends its turn in side an object.

Spell Block. When a spell is successfully cast at the wizshade, the wizshade can no longer cast spells with the same level as that spell until it finishes a long rest. The wizshade is otherwise not affected by any spells, spell-like abilities, or magical effects unless these have been caused the wizshade's own spells. When a spell of a level that has previously been blocked for the wizshade is successfully cast at the wizshade, there is a 25% chance that spells of that level are no longer blocked for the wizshade from the beginning of its next turn on.

Actions

Wizshade Magic. The wizshade casts a spell. Roll 1d10 to determine the spell level of the spell. A roll of 10 indicates that the wizshade casts a cantrip. Re-roll results higher than the wizshade's maximum spell level. Roll 1d20 to determine the spell that is cast, ignoring results higher than the number of spells for the school and spell level. The spell immediately comes into effect, and the wizshade only requires somatic components to cast it. When a wizshade tries to cast a blocked spell, it must succeed on a DC 10 Wisdom saving throw. On a success, it casts no spell. On a failure, the wizshade and its vortex disappear.

CREATING A WIZSHADE

To create a wizshade, roll 1d8. This determines the wizshade's school. A wizshade can only cast spells from a single school of magic.

WIZSHADE SCHOOL

1d8	School of Magic
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Roll 1d10, re-rolling results of 10. This determines the maximum spell level a wizshade has access to. It cannot cast spells of a higher level in combat. Wizshades cast spells randomly, no matter how inappropriate a spell is in the current situation.

Roll 1d8 to determine the wizshade's colour. The colour is a mysterious rank indicator, but does not seem to be connected to a wizshade's power.

WIZSHADE COLOUR

1d8	Colour
1	Violet
2	Indigo
3	Blue
4	Green
5	Yellow
6	Orange
7	Red
8	Re-roll

WYVERN DRAKE

The wyvern drake is the offspring of a wyvern and an evil dragon. It resembles a huge wyvern with massive wings, and elongated neck and a tail with a stinger at the end. The scales of a wyvern drakes are coloured like those of its dragon parent, albeit darker. Wyvern drakes often have orange or yellow swirls around their pupils, a remnant of the wyvern heritage. Wyvern drakes speak the tongue of the dragons, and those raised by the Cult of the Dragon also speak the common tongue. Wild wyvern drakes prefer to live alone, using their intelligence to dominate other predators in the area. Those raised by the Cult of the Dragon usually serve as mounts and messengers.

BLUE WYVERN DRAKE

Huge dragon, neutral evil

Armour Class 16 (natural armour)

Hit Points 136 (13d12+52)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8+5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

OTHER WYVERN DRAKES

The wyvern drake described above is a blue wyvern drake, the offspring of a blue dragon and a wyvern, or two blue wyvern drakes. To create wyvern drakes of other types, change the energy type of the wyvern drake's breath weapon and the energy type it resists according to the table below.

WYVERN DRAKE TYPES

Colour	Energy Type	Breath Weapon
Black	Acid	30'/5' line
Blue	Lightning	30'/5' line
Brown	Acid	30'/5' line
Green	Poison	30' cone
Red	Fire	30' cone
White	Cold	30' cone
Yellow	Fire	30' cone

WOOD MAN

The entity known as the wood man is the largest and most powerful of all nature spirits of Rashemen. It resembles a colossal humanoid made of living wood, with root-bound feet, mighty fists and a body that has branches, leaves and needles form countless tree species sprouting all over it. The wood man appears to aid the Rashemi in times of dire need. It is unclear how - of if - the wood man can be summoned deliberately. Some say that the oldest of the Witches of Rashemen hold this secret; others claim that it is send by the gods. Most of the time, the wood man appeared to repel and invasion by the Red Wizards of Thay.

Guardian of Nature. The wood man is first and foremost a protector of nature. Its appearance is always destructive, but all damage done to the environment magically heals after a couple of days. Occasionally, the wood man punishes those rulers of Rashemen who neglect their duties and exploit the land beyond a reasonable limit. Notwithstanding the fact that the wood man is seen only very rarely, it is respected and feared among the Rashemi. Many see its appearance as a sign of impending doom.

Vengeful Colossus. Despite its enormous size and fearsome appearance, the wood man is not indestructible. However, it constantly heals any damage it suffered in battle, making it difficult to destroy. The Red Wizards and their troops are terrified by the wood man. Its appearance is likely to break the morale of any Thayan army that encounters it.

WOOD MAN

Huge plant, chaotic good

Armour Class 16 (natural armour)

Hit Points 261 (18d12+144)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	22 (+6)	25 (+7)	19 (+4)

Saving Throws Dex +6, Wis +12, Cha +10

Damage Immunities lightning, fire

Conditions Immunities charmed, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Sylvan

Challenge 20 (25,000 XP)

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

Magic Weapons. The wood man's weapon attacks are magical.

Regeneration. The wood man regains 30 hit points at the start of its turn.

Siege Monster. The wood man deals double damage to objects and structures.

Actions

Multiattack. The wood man makes four slam attacks.

Slam. *Melee Weapon Attack.* +15 to hit, reach 10 ft., one target. *Hit:* 42 (6d10+9) bludgeoning damage.

XANTRAVAR

The xantravar, also known as the stinging horror, is an alien creature that inhabits swamps, salt marshes and coastlines with tidal caves. Xantravars consist of two rubbery bulbs shaped like tear drops. These leathery sacks are fused together and contain a gas that allows the xantravar to float. This gas is highly volatile; exposing the xantravar to fire is likely to cause an explosion. Both bulbs end in stingers. One of them injects a venom into the xantravar's victim; the other one sucks its blood. Above the stingers is a ring of emerald eyes that allow the xantravar to scan its entire surroundings at any time. The stinging horrors do not interact with any other creature they don't intend to kill and eat, and are in turn shun by the animals in their territory.

XANTRAVAR

Medium aberration, neutral evil

Armour Class 12

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2

Damage Immunities lightning, poisoned, radiant

Conditions Immunities poison, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Death Throes. When the xantravar dies taking fire damage, it explodes, and each creature within 30 feet of it must make a DC 10 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

Energy Absorption. Whenever the xantravar is subjected to lightning or radiant damage, it takes no damage and instead regains a number of hit points equal to the lightning or radiant damage dealt.

Actions

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

Proboscis. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 3 (1d6) piercing damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

XVART

Xvarts are an evil and cowardly race of humanoids. They have blue hairless skin, oversized ears and long, often receding, black hair. Xvart are physically more powerful than kobolds but weaker than goblins. They speak the tongue of both of these races and often act as intermediaries between the two. Goblins use xvarts as spies, and kobolds keep them at bay with superior numbers. Xvarts have been spotted in the area around Baldur's Gate, and some of them allegedly live under the city itself.

Frustrated Midgets. Xvarts bully all weaker races and fear everyone who is bigger than they are - which includes most other evil races. Whenever possible, xvarts ambush and swarm humans and other taller creatures, and capture and torte them. From time to time, they hold them ransom. Xvarts don't use coins to tarde among themselves and often refuse to deal in anything but goods. They live in caves in forested areas.

XVART

Small humanoid, chaotic evil

Armour Class 13 (hide armour)

Hit Points 9 (2d6+2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft. one target. *Hit:* 4 (1d4+2) bludgeoning damage.



MONSTERS BY CHALLENGE RATING

CHALLENGE 1/8 (25 XP)

Cat, Sand
Raven, Great

CHALLENGE 1/4 (50 XP)

Cat, Elven
Cat, Luck Eater
Dwarf, Innugaakalikurit
Elf, Aquatic
Elf, Avariel
Frost
Gibberling
Nightshade
Ondonti
Shalarin
Xvart

CHALLENGE 1/2 (100 XP)

Bat, Deep, Azmyth
Beguiler
Cat, Change
Chitine
Dread
Dwarf, Wild
Firenewt
Hybsil
Laerti
Manni
Neshezu
Ondonti Soldier
Strider, Giant

CHALLENGE 1 (200 XP)

Bainligor
Baneguard
Bat, Deep, Bonebat
Bat, Deep, Night Hunter
Chosen One
Dragon, Brown, Wyrmling
Dragon, Fang, Wyrmling
Dragon, Yellow, Wyrmling
Dwarf, Urdunnir
Elephant Bird
Elf, Rockseer
Firestar
Gambado
Leucrotta
Meazel
Neo-Orog, Black
Neo-Orog, Red
Skum
Volt
Xantravar

CHALLENGE 2 (450 XP)

Aballin
Alaghi
Asperii
Bainligor, Reverend One
Banedead
Banegurad, Direguard
Displacer Serpent
Dragon, Deep, Wyrmling
Hamadryad
Laerti, Stingtail
Loxo
Lycanthrope, Lythari

Nereid
Nishruu
Ogre, Ice Spire
Pterafolk
Skum Renegade
Thylacine
Wemic

CHALLENGE 3 (700 XP)

Bat, Deep, Sinister
Disenchanter
Dragon, Fang, Young
Dragonkin
Dread Warrior
Fachan
Ogre, Ice Spire, Blood Dancer
Ogre, Ice Spire, Cabalist
Leucrotta, Greater
Lizard, Minotaur
Lycanthrope, Werebat
Silver Dog
Vampiric Mist

CHALLENGE 4 (1,100 XP)

Aurumvorax
Blazing Bones
Chitine, Choldrith
Darkenbeast
Demon, Rat-Fiend
Dragon, Brown, Young
Dragon, Yellow, Young
Hendar
Inquisitor
Lizard, Fire
Nishruu, Hakeashar
Nyth
Vampiric Mist, Scarlet Dancer
Unicorn, Black

CHALLENGE 5 (1,800 XP)

Banelar
Curst
Foulwing
Ghaunadan
Ogre, Ice Spire, Chieftain
Myrlochar
Quelzarn
Shatjan
Wizshade

CHALLENGE 6 (2,300 XP)

Dark Tree
Doppelgänger, Greater
Golem, Gemstone, Ruby
Laraken
Lycanthrope, Werecrocodile
Mantidrake, Red
Naga, Dark
Reverend One

CHALLENGE 7 (2,900 XP)

Darktentacles
Demon, Arrow
Golem, Lightning
Hag, Bheur
Lycanthrope, Wereshark
Sharn

CHALLENGE 8 (3,900 XP)

Deepspawn
Dragon, Deep, Young
Giant, Mountain
Golem, Emerald
Lycanthrope, Werecrocodile, Cleric of Sebek
Phaerimm
Reverend Ones
Scalamagdrión
Wyvern Drake

CHALLENGE 9 (5,000 XP)

Dragon, Fang, Adult
Giant, Fog
Ibrandlin
Sharn Enchanter
Vampiric Mist, Crimson Death

CHALLENGE 10 (5,900 XP)

Burnbones
Demon, Ghour
Dracohydra
Dragon, Yellow, Adult
Golem, Magic

CHALLENGE 11 (7,200 XP)

Beholder, Death Kiss
Beholder, Gouger
Dragon, Brown, Adult
Lich, Alhoon

CHALLENGE 12 (8,400 XP)

Dracimera, Green
Golem, Gemstone, Diamond
Dragon, Mercury

CHALLENGE 13 (10,000 XP)

Tempest
Tomb Trapper

CHALLENGE 14 (11,500 XP)

Arch-Shadow
Beholder Mage
Magedoom

CHALLENGE 15 (13,000 XP)

Arch-Shadow, Demi-Shade
Dragon, Deep, Ancient

CHALLENGE 16 (15,000 XP)

Beholder, Elder Orb
Dragon, Fang, Ancient

CHALLENGE 17 (18,000 XP)

Dragon, Yellow, Ancient

CHALLENGE 18 (20,000 XP)

Dragon, Brown, Ancient
Lich, Baelnorn (not in lair)

CHALLENGE 19 (22,000 XP)

Lich, Baelnorn (in lair)

CHALLENGE 20 (25,000 XP)

Lich, Banelich (not in lair)
Wood Man

CHALLENGE 21 (33,000 XP)

Lich, Banelich (in lair)

MONSTERS BY SIZE

TINY

Cat, Elven
Cat, Luck Eater
Cat, Sand
Firestar
Frost
Raven, Great

SMALL

Bat, Deep, Azmyth
Beguiler
Cat, Change
Chitine
Dragon, Deep, Wyrmling
Dragon, Mercury, Wyrmling
Dread
Dwarf, Innugaalikurit
Dwarf, Wild
Fachan
Gibberling
Hybsil
Nightshade
Norker
Nyth
Volt
Xvart

MEDIUM

Alaghi
Arch-Shadow
Arch-Shadow, Demi-Shadow
Aurumvorax
Bainligor
Bainligor, Reverend One
Banedead
Baneguard
Baneguard, Direguard
Bat, Deep, Bonebat
Bat, Deep, Night Hunter
Blazing Bones
Burnbones
Chosen One
Curst
Darkenbeast
Demon, Arrow
Demon, Rat-Fiend
Doppelgänger, Greater
Dragon, Brown, Wyrmling
Dragon, Deep, Young
Dragon, Fang, Wyrmling
Dragon, Mercury, Young
Dread Warrior
Dwarf, Urdunnir
Elephant Bird
Elf, Rockseer
Elf, Avariel
Elf, Aquatic
Firenewt
Gambado
Ghaunadan
Goblin, Dekanter
Golem, Lightning
Hag, Bheur
Hamadryad

Inquisitor
Laerti
Lich, Alhoon
Lich, Baelnorn
Lich, Banelich
Loxo
Lycanthrope, Lythari
Lycanthrope, Werebat
Lycanthrope, Werecocodile
Lycanthrope, Werecocodile, Cleric of Sebek
Lycanthrope, Wereshark
Manni
Meazel
Myrlochar
Nereid
Neo-Orog, Red
Neo-Orog, Black
Neshezu
Ondonti
Ondonti Soldier
Reverend One
Shalarin
Shatjan
Silver Dog
Skum
Skum Renegade
Vampiric Mist
Vampiric Mist, Crimson Death
Vampiric Mist, Scarlet Dancer
Wizshade
Xantravar

LARGE

Aballin
Asperii
Banelar
Bat, Deep, Sinister
Beholder Mage
Beholder, Death Kiss
Beholder, Elder Orb
Beholder, Gouger
Chitine, Choldrith
Darktentacles
Deepspawn
Disenchanter
Displacer Serpent
Dracimera, Green
Dragon, Brown, Young
Dragon, Deep, Adult
Dragon, Fang, Young
Dragon, Mercury, Adult
Dragonkin
Foulwing
Golem, Gemstone, Ruby
Golem, Gemstone, Emerald
Golem, Gemstone, Diamond
Golem, Magic
Nishruu, Hakeashar
Hendar
Laerti, Stingtail
Lammasu
Laraken
Leucrotta
Leucrotta, Greater

Magedoom
Mara
Naga, Dark
Nishruu
Ogre, Ice Spire
Ogre, Ice Spire, Chieftain
Ogre, Ice Spire, Cabalist
Ogre, Ice Spire, Blood Dancer
Phaerimm
Pterafolk
Quelzarn
Scalamagdrión
Sharn
Strider, Giant
Thylacine
Unicorn, Black
Wemic

HUGE

Dark Tree
Demon, Ghour
Dracohydra
Dragon, Brown, Adult
Dragon, Deep, Ancient
Dragon, Fang, Adult
Dragon, Mercury, Ancient
Dragon, Yellow
Giant, Fog
Giant, Mountain
Giant, Phaerlin
Ibrandlin
Lizard, Fire
Lizard, Minotaur
Mantidrake, Red
Tomb Trapper
Wyvern Drake
Wood Man

GARGANTUAN

Dragon, Brown, Ancient
Dragon, Fang, Ancient
Tempest

MONSTERS BY TYPE AND SUBTYPE

MONSTERS BY TYPE

ABERRATION

Beholder Mage
Beholder, Death Kiss
Beholder, Elder Orb
Beholder, Gouger
Deepspawn
Firestar
Foulwing
Laraken
Nishruu
Nishruu ,Hakeashar
Nyth
Phaerimm
Sharn
Vampiric Mist
Vampiric Mist, Crimson Death
Vampiric Mist, Scarlet Dancer
Volt
Wizshade
Xantravar

BEAST

Aurumvorax
Cat, Sand
Elephant Bird
Lizard, Minotaur
Raven, Great

CELESTIAL

Asperii
Lammasu
Reverend One
Unicorn, Black

CONSTRUCT

Golem, Gemstone, Diamond
Golem, Gemstone, Emerald
Golem, Gemstone, Ruby
Golem, Lightning
Golem, Magic
Tomb Trapper

DRAGON

Dracohydra
Dragon, Brown
Dragon, Deep
Dragon, Fang
Dragon, Mercury
Dragon, Yellow
Ibrandlin
Scalamagdrión
Wyvern Drake

ELEMENTAL

Nightshade
Tempest

FEY

Cat, Luck Eater
Frost
Hag, Bheur
Hamadryad
Hybsil
Mara

Nereid
Shatjan
Silver Dog

FIEND

Demon, Arrow
Demon, Rat-Fiend
Demon, Ghour

GIANT

Giant, Phaerlin
Giant, Fog
Giant, Mountain
Ogre, Ice Spire
Ogre, Ice Spire, Chieftain
Ogre, Ice Spire, Cabalist
Ogre, Ice Spire, Blood Dancer

HUMANOID

Alaghi
Bainligor
Chitine
Chosen One
Dragonkin
Dwarf, Innugaakalikurit
Dwarf, Urdunnir
Dwarf, Wild
Elf, Aquatic
Elf, Avariel
Elf, Rockseer
Firenewt
Gibberling
Goblin, Dekanter
Laerti
Laerti, Stingtail
Loxo
Lycanthrope, Lythari
Lycanthrope, Werebat
Lycanthrope, Werekrocodile, Cleric of Sebek
Lycanthrope, Wereshark
Manni
Meazel
Neo-Orog, Black
Neo-Orog, Red
Neshezu
Norker
Ondonti
Ondonti Soldier
Pterafolk
Shalarin
Skum
Skum Renegade
Xvart

MONSTROSITY

Banelar
Bat, Deep, Azmyth
Bat, Deep, Night Hunter
Bat, Deep, Sinister
Beguiler
Cat, Change
Cat, Elven
Chitine, Choldrith
Darkenbeast

Darktentacles
Disenchanter
Displacer Serpent
Doppelgänger, Greater
Dracimera, Green
Fachan
Gambado
Hendar
Leucrotta
Leucrotta, Greater
Lizard, Fire
Magedoom
Mantidrake, Red
Myrlochar
Naga, Dark
Quelzarn
Strider, Giant
Thylacine
Wemic

OOZE

Aballin
Ghaunadan

PLANT

Dark Tree
Wood Man

UNDEAD

Arch-Shadow
Arch-Shadow, Demi-Shade
Bainligor, Reverend One
Banedead
Baneguard
Baneguard, Direguard
Bat, Deep, Bonebat
Blazing Bones
Burnbones
Curst
Dread
Dread Warrior
Inquisitor
Lich, Alhoon
Lich, Baelnorn
Lich, Banelich

MONSTERS BY SUBTYPE

BEHOLDER

Beholder Mage
Beholder, Death Kiss
Beholder, Elder Orb
Beholder, Gouger

DEMON

Demon, Rat-Fiend
Demon, Ghour

DWARF

Dwarf, Innugaakalikurit
Dwarf, Urdunnir
Dwarf, Wild

ELF

Elf, Rockseer
Elf, Avariel
Elf, Aquatic
Lich, Baelnorn
Lycanthrope, Lythari

GOBLINOID

Goblin, Dekanter
Norker

HUMAN

Lycanthrope, Werebat
Lycanthrope, Werekrocodile
Lycanthrope, Werekrocodile, Cleric of Sebek
Lycanthrope, Wereshark

ORC

Neo-Orog, Red
Neo-Orog, Black
Ondonti
Ondonti Soldier

SHAPECHANGER

Cat, Change
Doppelgänger, Greater
Ghaunadan
Leucrotta, Greater
Lycanthrope, Lythari
Lycanthrope, Werebat
Lycanthrope, Werekrocodile
Lycanthrope, Werekrocodile, Cleric of Sebek
Lycanthrope, Wereshark
Pterafolk

SWARM

Vampiric Mist, Scarlet Dancer

MONSTERS BY ALIGNMENT

LAWFUL GOOD

Lammasu
Lich, Baelnorn (85%)
Ondonti

NEUTRAL GOOD

Asperii
Elf, Avariel
Frost
Hybsil
Reverend One (50%)

CHAOTIC GOOD

Dragon, Mercury
Elf, Aquatic
Giant, Fog (50%)
Lycanthrope, Lythari
Reverend One (50%)
Wood Man

LAWFUL NEUTRAL

Bat, Deep, Sinister
Dwarf, Innugaalikurrit
Dwarf, Wild
Ibrandlin
Lich, Baelnorn (15%)
Ondonti Soldier
Shalarin
Shatjan
Tomb Trapper

NEUTRAL

Aballin
Alaghi
Beguiler
Cat, Elven
Disenchanter
Dwarf, Urdunnir
Elf, Rockseer
Firestar
Hamadryad
Hendar (50%)
Loxo
Raven, Great (75%)
Scalamagdrion
Silver Dog
Thylacine
Wemic

CHAOTIC NEUTRAL

Bat, Deep, Azmyth
Cat, Luck Eater
Curst
Dragon, Fang
Gambado
Nereid (75%)
Nishruu
Nishruu, Hakeashar
Sharn
Tempest
Wizshade

LAWFUL EVIL

Banedeat
Beholder, Elder Orb
Dragonkin

Goblin, Dekanter
Inquisitor
Laerti
Laerti, Stingtail
Lich, Banelich
Magedoom
Naga, Dark
Neo-Orog, Red
Neo-Orog, Black
Skum

NEUTRAL EVIL

Arch-Shadow
Arch-Shadow, Demi-Shadow
Bainligor
Bainligor, Reverend One
Baneguard
Baneguard, Direguard
Banelar
Bat, Deep, Bonebat
Bat, Deep, Night Hunter
Beholder Mage
Beholder, Death Kiss
Beholder, Gouger
Burnbones
Chitine
Dark Tree
Darkenbeast
Doppelgänger, Greater
Dragon, Brown
Dread Warrior
Fachan
Firenewt
Giant, Phaerlin
Hendar (50%)
Leucrotta, Greater
Lich, Alhoon
Lycanthrope, Werebat
Lycanthrope, Werekrocodile
Lycanthrope, Werekrocodile, Cleric of Sebek
Lycanthrope, Wereshark
Mantidrake, Red
Myrlochar
Nightshade
Nyth
Phaerimm
Pterafolk
Raven, Great (25%)
Skum Renegade
Vampiric Mist, Crimson Death
Wyvern Drake
Xantravar

CHAOTIC EVIL

Blazing Bones
Chitine, Choldrith
Chosen One
Darktentacles
Deepspawn
Demon, Arrow
Demon, Ghour
Demon, Rat-Fiend
Displacer Serpent
Dracimera, Green

Dracohydra
Dragon, Deep
Dragon, Yellow
Foulwing
Ghaunadan
Giant, Fog (50%)
Giant, Mountain
Gibberling
Hag, Bheur
Laraken
Leucrotta
Manni
Mara
Meazel
Nereid (25%)
Neshezu
Norker
Ogre, Ice Spire
Ogre, Ice Spire, Chieftain
Ogre, Ice Spire, Cabalist
Ogre, Ice Spire, Blood Dancer
Unicorn, Black
Vampiric Mist
Xvart

UNALIGNED

Aurumvorax
Cat, Change
Cat, Sand
Dread
Elephant Bird
Golem, Gemstone, Ruby
Golem, Gemstone, Emerald
Golem, Gemstone, Diamond
Golem, Lightning
Golem, Magic
Lizard, Fire
Lizard, Minotaur
Quelzarn
Strider, Giant
Vampiric Mist, Scarlet Dancer
Volt

MONSTERS BY ENVIRONMENT

These lists organise monsters by environment. Monsters that don't customarily inhabit any of the environments listed here and those that can be found in many different ones are omitted.

ARCTIC MONSTERS

Dwarf, Innugaakalikurit
Frost
Mara
Ogre, Ice Spire
Shatjan
Coastal Monsters
Fachan
Hendar
Nereid
Skum
Xantravar

DESERT MONSTERS

Beguiler
Cat, Sand
Dragon, Brown
Dragon, Yellow
Lammasu
Lizard, Fire

FOREST MONSTERS

Alaghi
Aurumvorax
Beholder, Death Kiss
Cat, Elven
Displacer Serpent
Dwarf, Wild
Firestar
Hamadryad
Hybsil
Lycanthrope, Lythari
Neshezu
Nightshade
Nyth
Silver Dog
Thylacine

GRASSLAND MONSTERS

Cat, Change
Disenchanter
Elephant Bird
Greatswan
Loxo
Manni
Ondonti
Wemic
Hill Monsters

Firestar
Gambado
Giant, Fog
Leucrotta
Leucrotta, Greater
Lizard, Minotaur

MOUNTAIN MONSTERS

Asperii
Aurumvorax
Dragon, Fang
Dragon, Mercury
Elf, Avariell
Firenewt
Foulwing
Giant, Mountain
Goblin, Dekanter
Lizard, Minotaur
Ogre, Ice Spire
Strider, Giant

SWAMP MONSTERS

Dark Tree
Darktentacles
Drachydra
Fachan
Giant, Fog
Hendar
Laraken
Leucrotta
Leucrotta, Greater
Lycanthrope, Werecrocodile
Quelzarn

UNDERDARK MONSTERS

Bainligor
Bat, Deep, Azmyth
Bat, Deep, Bonebat
Bat, Deep, Night Hunter
Bat, Deep, Sinister
Beholder Mage
Beholder, Death Kiss
Beholder, Elder Orb
Beholder, Gouger
Chitine
Chitine, Choldrith
Deepspaw
Dragon, Deep
Dwarf, Urdunnir
Elf, Rockseer
Ghaunadan
Giant, Phaerlin
Gibberling
Ibrandlin
Lich, Alhoon

Lizard, Fire
Meazel
Phaerimm
Sharn
Thylacine

UNDERWATER MONSTERS

Elf, Aquatic
Lycanthrope, Wereshark
Nereid
Quelzarn
Shalarin
Urban Monsters
Aballin
Curst
Doppelgänger, Greater
Ghaunadan
Inquisitor
Quelzarn
Skum

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Sinister	10
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Welcome to the Forgotten Realms!

Hordes of monsters escaped from the Realms into your *Dungeons & Dragons*™ 5th Edition game! This book holds more than a hundred monsters for use with the *Forgotten Realms*™ Campaign Setting. From the dreaded Banelich to the deadly beholder, from the deep dragon to the mage-doom, they are all here. Battle the undead creations of the Zhentarim, the magical creations of the Red Wizards of Thay and the dangers of the Underdark!