

Classic Monster Conversions

By Mark Stout



A collection of monster conversions from older edition sources.

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The cover illustration depicts a Crypt Thing maintaining its eternal vigil against would-be tomb robbers.



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Why Classic Monster Conversions?

As one of the authors involved in the Classic Modules Today series of Dungeons & Dragons 5th edition conversions of older edition modules, I've spent a lot of time converting monsters that made their debut, or only appearance, in those modules.

I thought it would be great to have a compilation of these monsters. That way DMs everywhere would have a chance to integrate them into their games without having to do the legwork of conversion. The conversions can be used as presented, or you can make changes to them as you see fit.

What's in this product?

Since these are monsters that appeared in published adventure modules, supplements, and rulebooks, I can't provide all the original monster background information verbatim. What is included is:

- A brief description of the monster.
- Where the monster is likely to be encountered (underground, forest, desert, etc.).
- The publication the monster originally appeared in.
- The conversion stat block.

For more information, you can look up the monster on any number of online wiki websites or consult the original source.

As with my other "monster" product, [Classed NPC Quick Build Guide](#), if you want to modify any of the monsters here you should be familiar with the rules for creating and modifying monsters (**DMG pg. 273-283**).

The monsters are presented alphabetically by type:

- Aberration
- Beast
- Construct
- Elemental
- Fey
- Fiend
- Giant
- Humanoid
- Monstrosity
- Plant
- Undead

Aberrations

Deepspawn

The deepspawn is a roughly spherical creature with 6 tentacles, 3 of which end in fanged jaws. They have the unusual ability to create a copy, a spawn, of any creature they've eaten. They always have a force of spawn present to protect them.

Deepspawn are encountered underground. They first appeared in the supplement **Dwarves Deep**.

Deepspawn

Huge aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	17 (+3)	15 (+2)	12 (+1)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

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

Languages Telepathy 120ft. (only with its spawn), understands Common but can't speak

Challenge 9 (5000 XP)

Create Spawn. The deepspawn can create a spawn, a perfect copy, of any Large or smaller living creature it has consumed. A spawn generally takes 1d4 days to create, and emerges fully grown and functional. Spawn have exactly the same stats as the original creature, except they are unbreakably loyal to the deepspawn that created them, and so are immune to the charmed condition. Most deepspawn will have a force of spawn to protect them.

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

Heal (1/day). The deepspawn can spend an action to heal itself for 70 hit points. This also removes the blindness and deafness conditions, and cures all diseases.

Actions

Multiattack. The deepspawn makes six tentacle attacks; three bites and three constricts.

Bite. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and target is grappled (escape DC 16). A grappled target takes the listed damage automatically on the deepspawn's turn.

Dharculus

Dharculus are ethereal plane predators that originated in the Far Realm. They prowl the border ethereal, using their ability to see into the prime material plane to locate prey. They can extend tentacle maws into the prime to grab prey and drag it back to the ethereal plane to consume.

Dharculus can be encountered anywhere. They first appeared in the module **The Gates of Firestorm Peak**.

Dharculus

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages -

Challenge 7 (2900 XP)

Ethereal Fishing. As a bonus action, the dharculus can extend its tentacle maws to the prime material plane or retract them back to the ethereal plane. If it attempts to pull a target back with them, the target gets a DC 14 Wisdom saving throw. On a success the maws vanish without taking the target, on a failure the target is pulled into the ethereal plane with them.

Actions

Multiattack. The dharculus makes six tentacle maw attacks when its target is on the prime material plane. If the target is on the ethereal plane, it gains an additional attack with its main maw.

Tentacle Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and target is grappled (escape DC 12). If the escape is successful, target takes 1d6 piercing damage for each maw pulled off. If 3 maws are attached to the same target, the dharculus may pull the target into the ethereal using **Ethereal Fishing**.

Main Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Gingwatzim

Gingwatzim are incorporeal beings from the Ethereal Plane. There are six known types, which normally appear as colored spheres of light, and range in intelligence from animal to highly intelligent sentient. They can also be bound into the form of an object to create magical items. When encountered on the prime material plane, it is usually because they have been summoned by a powerful spell caster.

They are typically encountered on the Ethereal Plane, or where summoned by a spell caster. They first appeared in

module **C3 The Lost Island of Castanamir**.

Eoluzim

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	6 (-2)	8 (-1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages Telepathy 60 ft.

Challenge 1 (200 XP)

Actions

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

Graegzim

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 21 (6d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Maronzim

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 54 (12d8)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	12 (+1)	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Telepathy 120 ft.

Challenge 4 (1100 XP)

Actions

Multiattack. The maronzim makes two life drain attacks.

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

Naranzim

Large aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 88 (16d10)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	16 (+3)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Telepathy 120 ft.

Challenge 6 (2300 XP)

Actions

Multiattack. The naranzim makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) necrotic damage.

Pakim

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	3 (-4)	6 (-2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

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

Tim

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed fly 35 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Actions

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

Greater Gibbering Mouther

Greater gibbering mouters are simply a larger versions of the normal ones, and can be encountered in the same places those are.

They first appeared in the module **The Gates of Firestorm Peak**.

Greater Gibbering Mouther

Large aberration, neutral

Armor Class 9

Hit Points 136 (16d10 + 48)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 5 (1800 XP)

Aberrant Ground. The ground in a 10-foot radius around the mouther is dough-like difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The greater gibbering mouther makes one bite attack and Blinding Spittle (if available).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6 + 3) piercing damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

Blinding Spittle (Recharge 5-6). The mouther spits a glob at a point it can see within 15 feet, creating a flash of blinding light. All creatures within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be blinded until the end of the mouther's next turn.

Living Wall

The living wall is an amalgamation of creatures that have fused together. Creatures killed by the wall are absorbed into, and strengthen, the wall. Any spell casters absorbed by the wall grant those spell abilities as well. The wall below has absorbed gibberlings, duergar, trolls, and a 5th level wizard.

A living wall is usually encountered in dark, tainted places, almost always underground. It first appeared in the **Book of Crypts**.

Living Wall

Huge aberration, lawful evil

Armor Class 12 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 0 ft.

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

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 120ft., passive Perception 12

Languages Common, Dwarvish, Giant, Undercommon

Challenge 8 (3900 XP)

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

Spellcasting. The living wall is a 5th level wizard. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *fire bolt, light, mage hand, ray of frost*

1st level (4 slots): *burning hands, charm person, magic missile*

2nd level (3 slots): *cloud of daggers, flaming sphere, web*

3rd level (3 slots): *lightning bolt, slow*

Actions

Multiattack. The living wall is 25 feet long. Each 5 foot section of wall can make four melee attacks: two with gibberling arms, one with a duergar arm, and one with a troll arm. Each section of wall has a 5 foot reach, so if a single creature approaches the wall 3 wall sections can attack (12 attacks).

Gibberling arm with club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

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

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

Neh-thalgu

Neh-thalgu, or brain collectors, are creatures of the Far Realm that make their way to the prime material plane. They collect the brains of humanoids, which they store in their bodies to enhance their spell casting ability.

Neh-thalgu can be encountered anywhere. They first appeared (as brain collectors) in module **X2 Castle Amber**.

Neh-thalgu

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

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

Saving Throws Int +7, Wis +4, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 11

Languages Common, Dwarvish, Giant, Undercommon

Challenge 6 (2300 XP)

Innate Spellcasting. The neh-thalgu gains one cantrip and wizard spell slot of levels 1-3 for each brain it has stored. This particular one has 7 stored brains. Its spellcasting ability is Intelligence (spell save DC 15, +7 to to hit with spell attacks). It has chosen the following slots and spells.

Cantrips (at will): *acid splash*, *blade ward*, *fire bolt*, *mage hand*, *ray of frost*, *shocking grasp*, *true strike*

Level 2 (7 slots): *Melf's acid arrow*

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

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) acid damage.

Vampire Mist

The vampire mist is a pale cloud that appears to be a patch of fog, but is really a predator that drains life from its prey.

The vampire mist can be encountered anywhere. It first appeared in module **I7 Baltron's Beacon**.

Vampire Mist

Medium aberration, unaligned

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Damage Transfer. When the vampire mist has a target enveloped, any attacks against the mist that hit inflict half the damage to the mist, and half the damage to the enveloped target.

Vaporous Form. The vampire mist can pass through and occupy spaces occupied by other creatures.

Actions

Envelop. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage, target is restrained, and vampire mist gains hit points equal to the damage inflicted, to a hit point maximum of 60. While the target is restrained, the mist automatically inflicts damage on its turn. The target can end the restrained condition and escape the mist by succeeding on a DC 14 Strength or Dexterity save.

Xag-ya and Xeg-yi

Xag-ya and xeg-yi are spherical, tentacled creatures from another plane. The xag-ya appears as a silver sphere with golden eyespots, while the xeg-yi appears as a black sphere with metallic gray eyespots. They are usually summoned as guardians to protect valuables.

They can be encountered anywhere guarding treasure. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Xag-ya

Medium aberration, neutral

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed fly 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities radiant, poison

Condition Immunities charmed, frightened, exhaustion, poisoned, prone

Senses truesight 60 ft., passive Perception 11

Challenge 6 (2300 XP)

Death Explosion. When the xag-ya is reduced to 0 hit points, it explodes. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 24 (7d6) radiant damage on a failure, or half as much on a successful save.

Opposing Forces. If a xag-ya is ever in the presence of a xeg-yi, the two will rush together and destroy each other in an explosion. This explosion affects all creatures within 30 feet. Each creature must make a DC 14 Dexterity saving throw, taking 24 (7d6) radiant damage and 24 (7d6) necrotic damage on a failed save, or half as much on a successful save.

Actions

Multiattack. The xag-ya makes two tentacle or blazing ray attacks, or one of each.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 17 (5d6) radiant damage.

Blazing Ray. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 24 (7d6) radiant damage.

Xeg-yi

Medium aberration, neutral

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed fly 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, exhaustion, poisoned, prone

Senses truesight 60 ft., passive Perception 11

Challenge 6 (2300 XP)

Death Explosion. When the xeg-yi is reduced to 0 hit points, it explodes. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failure, or half as much on a successful save.

Opposing Forces. If a xeg-yi is ever in the presence of a xag-ya, the two will rush together and destroy each other in an explosion. This explosion affects all creatures within 30 feet. Each creature must make a DC 14 Dexterity saving throw, taking 24 (7d6) radiant damage and 24 (7d6) necrotic damage on a failed save, or half as much on a successful save.

Actions

Multiattack. The xeg-yi makes two tentacle or rotting ray attacks, or one of each.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 17 (5d6) necrotic damage.

Rotting Ray. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 24 (7d6) necrotic damage.

Wyste

Wystes are huge worm-like creatures from the Far Realm. They usually live in pools of water or slime, emerging to attack prey.

They are usually encountered underground. They first appeared in the module **The Gates of Firestorm Peak**.

Wyste

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	3 (-4)

Senses blindsight 30 ft. (blind beyond this range), passive Perception 10

Languages -

Challenge 3 (700 XP)

Actions

Multiattack. The wyste makes four tentacle attacks or one constrict attack.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and target is restrained (escape DC 14).

Beasts

Aspis

Aspis are reclusive, insectoid creatures that rarely interact with other creatures except to prey upon them. Aspis have a hive structure very similar to ants, and often form a symbiotic relationship with giant ants.

Aspis drones can be encountered anywhere except the hottest and coldest climates, but the larvae and cow are always encountered in the underground nest. They first appeared in module **A1 Slave Pits of the Undercity**.

Aspis Cow

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft.

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

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Acidic Skin. The aspis cow secretes a milky acid slime that coats its skin. Any creature hitting the aspis cow with a melee attack must make a DC 12 Dexterity save, taking 4 (1d8) acid damage on a failed save, or half as much damage on a successful save.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 7 (2d6) acid damage.

Aspis Drone

Medium beast, unaligned

Armor Class 17 (natural armor, 2 shields)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	3 (-4)

Damage Resistances fire

Damage Immunities cold, lightning

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Actions

Multiattack. The aspis drone makes two melee attacks.

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

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

Aspis Larva

Small beast, unaligned

Armor Class 11

Hit Points 14 (3d6 + 3)

Speed 30 ft.

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

Damage Immunities acid

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Actions

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

Giant Ant

Giant ants have a tough exoskeleton that is typically black, brown, or red in color. Workers are most often seen outside the nest, foraging for food, and aren't usually aggressive unless attacked. Soldiers guard the nest and are always aggressive. The queen lairs in the deepest part of the nest, surrounded by workers and soldiers.

Giant ants are encountered in any temperate or tropical area. They first appeared in the **D&D Basic Rulebook**.

Giant Ant Queen

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Actions

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

Giant Ant Soldier

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Actions

Multiattack. The giant ant soldier makes a bite attack. If it has a target grappled, it makes a sting attack on that target instead.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and target is grappled (save DC 12).

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

Giant Ant Worker

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Actions

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

Giant Ant Lion

The giant ant lion is a large insect that buries itself at the bottom of a large pit of loose earth or sand and waits for prey to fall into the pit.

Giant ant lions can be encountered in dry environments where there is an abundance of loose soil or sand. They first appeared in the **AD&D Monster Manual II**.

Giant Ant Lion

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +4

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

Languages -

Challenge 3 (700 XP)

Hidden Underground. The giant ant lion has total cover while buried at the bottom of its pit. Once it attacks, it loses this cover.

Slippery Slope. The giant ant lion's pit of loose sand or earth is considered difficult terrain for any creature except the giant ant lion.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage and target is grappled (escape DC 14). While target is grappled, it is restrained and takes 20 (3d10 + 4) piercing damage at the beginning of the giant ant lion's turn. The giant ant lion can't attack another target while one is grappled.

Giant Crayfish

Giant crayfish are large, territorial creatures that don't hesitate to attack anything smaller than themselves. They can be encountered around fresh and salt water. They first appeared in the **AD&D Monster Manual**.

Giant Crayfish

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft., swim 40 ft.

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

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Amphibious. The giant crayfish can breathe air and water.

Actions

Multiattack. The giant crayfish makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and the target is grappled (Escape DC 12). The crayfish can grapple one target with each of its claws.

Giant Dragonfly

Giant dragonflies are fast, flying predators that attack anything smaller than themselves. They typically dart in to attack, then fly off before the victim can retaliate.

Giant dragonflies can be encountered anywhere except cold regions. They first appeared in the **AD&D Monster Manual II**.

Giant Dragonfly

Medium beast, unaligned

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1 (200 XP)

Hit and Run. The giant dragonfly may Disengage as a bonus action.

Actions

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

Giant Leech

Giant leeches are blood-sucking worms that are drawn to warm-blooded creatures. They attach and drain blood until sated.

They can be encountered in stagnant fresh water and swamps. They first appeared in the **AD&D Monster Manual**.

Giant Leech

Tiny beast, unaligned

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 10 ft., swim 30 ft.

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

Senses blindsight 30 ft. (blind beyond that range), passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Amphibious. The giant leech can breathe air and water.

Actions

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

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

Giant Otter

Giant otters are as playful as normal otters, though their size can cause problems for those they play with.

Giant otters are encountered in and around freshwater lakes and rivers. They first appeared in **Dungeons & Dragons Supplement II: Blackmoor**.

Giant Otter

Large beast, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Capsize. Giant otters will swim up under prey on the water's surface and strike it with their heads. This can knock prey off balance or capsize a boat. The giant otter can capsize a canoe or rowboat with a DC 14 Strength check, or knock a creature into the water with an opposed Strength check.

Hold Breath. While underwater, the giant otter can hold its breath up to 8 minutes.

Actions

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

Hippopotamus

Hippopotamuses are large herbivores that can be dangerous when provoked. The males tend to be territorial and are likely to attack unprovoked.

Hippopotamuses may be encountered near large rivers in tropical areas. They first appeared in the **AD&D Monster Manual**.

Hippopotamus

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	4 (-4)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Charge. If the hippopotamus moves at least 20 feet straight toward a target and then hits with a bite attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

Lurking Underwater. The hippopotamus has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Large Spider

These spiders are about 2 feet in diameter, much smaller than the feared giant spider, but still dangerous.

They are found in all but the hottest and coldest areas. They first appeared in the **AD&D Monster Manual**.

Large Spider

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down, without needing to make a check.

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage plus 3 (1d6) poison damage. If the poison damage reduces a creature to 0 hit points, the creature is stable but poisoned for 1 hour, and paralyzed while poisoned.

Marine Eel

Marine eels are electric eels found in bodies of salt water. They grow up to 9 feet long and are very territorial.

They are encountered in shallow and deep salt water including coastal areas. They first appeared in the **AD&D Monster Manual II**.

Marine Eel

Medium beast, unaligned

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	4 (-4)

Skills Perception +2

Damage Immunities lightning

Senses blindsight 30 ft., passive Perception 12

Languages -

Challenge 1 (200 XP)

Water Breathing. The eel can breathe only underwater.

Actions

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

Electric Discharge (Recharge 6). The eel releases a burst of electricity in a 5 foot radius. All creatures in the area must make a DC 11 Dexterity save, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful save.

Pedipalp

Pedipalps are arachnids that look like a cross between a spider and a scorpion, and are often called whip scorpions due to their whip-like antennae. They are commonly brown or tan in coloration.

Pedipalps can be encountered in nearly anywhere except areas of extreme cold. They first appeared in module **Q1 Queen of the Demonweb Pits**.

Pedipalp, Small

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Actions

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

Pedipalp, Medium

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Actions

Multiattack. The pedipalp makes two pincer attacks. It may make a bite attack on one target it has grappled as a bonus action.

Pincer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and target is grappled (escape DC 11). While grappled, the target is restrained, and takes 4 (1d6 + 1) bludgeoning damage at the beginning of each of its turns.

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

5 (1d8 + 1) slashing damage.

Pedipalp, Large

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

Noxious Vapor. Any creature other than a pedipalp that starts its turn within 5 feet of the pedipalp must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to all pedipalp vapor for 1 hour.

Actions

Multiattack. The pedipalp makes two pincer attacks. It may make a bite attack on one target it has grappled as a bonus action.

Pincer. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and target is grappled (escape DC 12). While grappled, the target is restrained, and takes 6 (1d8 + 2) bludgeoning damage at the beginning of each of its turns.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Rock Reptile

Rock reptiles are ambush predators with a lumpy, rock-like hide that has chameleon like properties.

Rock reptils are usually encountered in hills or mountains. They first appeared in the **AD&D Monster Manual II**.

Rock Reptile

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages -

Challenge 1 (200 XP)

Rocky Hide. The rock reptile has advantage on Dexterity (Stealth) checks when in rocky terrain.

Actions

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

Solifugid

Solifugids are arachnids known as false spiders, sun spiders, or camel spiders. They have two grasping appendages they use to grab and hold prey while they feed.

Solifugids are encountered in desert areas. They first appeared in module **Q1 Queen of the Demonweb Pits**.

Solifugid, Small

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Actions

Multiattack. The solifugid makes two foreleg attacks. It may make a bite attack on one target it has grappled as a bonus action.

Foreleg. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* Target is grappled (escape DC 13). While grappled the target is restrained.

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

Solifugid, Medium

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

Actions

Multiattack. The solifugid makes two foreleg attacks. It may make a bite attack on one target it has grappled as a bonus action.

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

Hit: Target is grappled (escape DC 14). While grappled the target is restrained.

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

Solifugid, Large

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 2 (450 XP)

Actions

Multiattack. The solifugid makes two foreleg attacks. It may make a bite attack on one target it has grappled as a bonus action.

Foreleg. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* Target is grappled (escape DC 16). While grappled the target is restrained.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Swarm of Hetfish

Hetfish are tiny fish that have a bulbous look, and knobby skin rather than scaly. They generate enormous heat when agitated, swarming around and burning their victims.

Hetfish can be encountered in freshwater lakes and rivers. They first appeared in the module **WG5 Mordenkainen's Fantastic Adventure**.

Swarm of Hetfish

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 36 (8d8)

Speed swim 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Underwater. The swarm can breathe only underwater.

Actions

Burning Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) fire damage, or 10 (3d6) fire damage if the swarm has half of its hit points or less.

Thunderherder

These huge worms are non-aggressive, but can cause considerable panic and damage due to the earthquake-like shaking they cause when herds of them burrow through the sand of the desert. Provoked thunderherders will slam their bodies onto foes if they can't get away, but usually flee from attackers.

Thunderherders are encountered only in deserts. They first appeared in module **I3 Pharaoh**.

Thunderherder

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Condition Immunities blinded, prone

Senses tremorsense 60ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Earthshaking. When thunderherders move, they produce an earthquake-like effect that shakes the sand within 200 feet. Anyone in the area must make a DC 14 Dexterity save or be knocked prone. Those already seated or prone are unaffected.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+4) bludgeoning damage.

Tyrg

Tyrks are large canine creatures that stand over 3 feet high at the shoulder. They have white coats, with splotches of gray and black.

They are found in mountainous areas and forests. They first appeared in the module **WG5 Mordenkainen's Fantastic Adventure**.

Tyrg

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Actions

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

Howl (Recharge 5-6). The tyrg lets out an ear-splitting howl that can debilitate opponents. All creatures within 30 feet of the tyrg must succeed at a DC 13 Constitution save or suffer disadvantage on attack rolls and ability checks until the beginning of the tyrg's next turn.

Constructs

Accursed Carpet

This large carpet is enchanted to attack anyone not specified as being a friend. It attacks either by extending up to 5 strands with biting maws, or by wrapping around a target to crush and smother them.

The carpet can be encountered anywhere a guardian is needed. It first appeared in module **WG5 Mordenkainen's Fantastic Adventure**.

Accursed Carpet

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire (magical only), force, lightning, poison, psychic, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses , blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 7 (2900 XP)

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

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

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

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

Actions

Multiattack. The carpet can make five bite attacks or one smother attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Smother. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage and target is blinded and restrained (save DC 15).

Bone Colossus

A bone colossus is a huge construct made entirely of bones of different creatures. The construction of such a thing is known only to powerful extraplanar creatures.

A bone colossus can be encountered anywhere, but likely as a guardian of something important. It first appeared in module **Q1 Queen of the Demonweb Pits**.

Bone Colossus

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Saving Throws Str +14

Damage Resistances slashing

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 16 (15000 XP)

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

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

Magic Weapons. The colossus' weapon attacks are magical.

Actions

Multiattack. The colossus makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Golem

A golem is a construct brought to life by imbuing it with an elemental spark. Many different types of materials can be used to create a golem. Though flesh, stone, and iron are the most well known, there are "lesser" golems crafted of wood, bone, and amber. Wood golems resemble small, crude wooden humanoids. Bone golems are human-sized with four arms. Amber golems resemble lions, tigers, or other great cats.

Golems can be encountered anywhere, fulfilling whatever orders they were last given. The following golems first appeared in the **D&D Expert Rulebook**.

Amber Golem

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 7 (2900 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.

See Invisible. The golem can see invisible creatures within 60 feet.

Actions

Multiattack. The amber golem makes two claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Bone Golem

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Damage Resistances piercing

Damage Immunities cold, fire, lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 5 (1800 XP)

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The bone golem makes four melee attacks.

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

Wood Golem

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

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

Damage Immunities cold, piercing, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Flammable. The golem has disadvantage on saving throws against fire of any kind.

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

Actions

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

Iron Phoenix

The iron phoenix is a construct built to resemble an actual phoenix. One is usually created to serve as a guardian for a powerful spell caster.

An iron phoenix can be encountered anywhere, though usually in the demesne of a powerful wizard or the like. It first appeared in the module **I5 Lost Tomb of Martek**.

Iron Phoenix

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 10 (5900 XP)

Rejuvenation. If the iron phoenix is destroyed, it regains all its hit points in one hour.

Regeneration. The iron phoenix regains 5 hit points at the start of its turn. It doesn't regain hit points if reduced to zero hit points.

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

Magic Weapons. The iron phoenix's weapon attacks are magical.

Actions

Multiattack. The iron phoenix makes one attack with its talons and one attack with its beak.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage.

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

Screech (Recharge 5-6). The phoenix emits a piercing screech in a 60 ft. cone. The screech inflicts 33 (6d10) thunder damage; a successful DC 15 Constitution saving throw reduces damage by half.

Juggernaut

Juggernaut are huge constructs that resemble small houses built on giant rollers. They attack by rolling over their targets.

Juggernauts are constructed by powerful spell casters, and tend to be encountered guarding areas valuable to those casters. They first appeared in module **X4 Master of the Desert Nomads**.

Juggernaut, stone

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 12 (8400 XP)

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

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

Actions

The juggernaut makes one crush attack per round by rolling over targets in a 30 foot wide area. It can hit up to 6 medium or 3 large targets.

Crush. *Melee Weapon Attack:* +12 to hit, reach 0 ft., up to 6 medium size targets. *Hit:* 74 (12d10 + 8) bludgeoning damage.

Juggernaut, wooden

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

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

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Vulnerabilities fire

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 10 (5900 XP)

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

Magic Resistance. The juggernaut has advantage on saving throws against spells and other magical effects, except magical fire.

Actions

The juggernaut makes one crush attack per round by rolling over targets in a 30 foot wide area. It can hit up to 6 medium or 3 large targets.

Crush. *Melee Weapon Attack:* +10 to hit, reach 0 ft., up to 6 medium size targets. *Hit:* 61 (10d10 + 6) bludgeoning damage.

Living Statue

Living statues are statues that have been animated to serve as guardians, similar to other animated objects. Unlike golems, the enchantments do not require an elemental spark. This makes creation easier, but the resulting guardian less powerful.

Living statues can be encountered anywhere. They first appeared in the **D&D Basic Rulebook**.

Living Statue, Crystal

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 6

Languages understands Common but doesn't speak

Challenge 1 (200 XP)

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

Actions

Multiattack. The crystal living statue makes two melee attacks.

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

Living Statue, Iron

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 6

Languages understands Common but doesn't speak

Challenge 2 (450 XP)

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

Absorb Metal. If the living statue is struck by a metal weapon, the wielder must succeed on a DC 13 Strength check or the weapon is stuck to the statue and unusable until the statue is destroyed.

Actions

Multiattack. The iron living statue makes two melee attacks.

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

Living Statue, Rock

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 6

Languages understands Common but doesn't speak

Challenge 1 (200 XP)

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

Actions

Multiattack. The rock living statue makes two melee attacks.

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

Magma Jet (Recharge 6). The living statue sprays a 15 foot cone of magma from its fingers. Each creature in that area must make a DC 12 Dexterity save, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful save.

Necrophidius

A necrophidius is a skeletal snake like creature with a fanged human skull for a head. It is not undead, but a created construct made to serve as a guard or assassin.

A necrophidius can be encountered anywhere. It first appeared in the **AD&D Fiend Folio**.

Necrophidius

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Dance of Death. As an action, the necrophidius sways back and forth in a hypnotic pattern. All creatures within 30 feet that can see the necrophidius must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the necrophidius' next turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target may make a saving throw at the beginning of its turn, if successful the target is no longer poisoned.

Wall of Tentacles

The wall of tentacles is a construct created by spells known only to the drow elves. It attacks anyone not specified by the caster, but only on one side of the wall.

It is encountered in major drow outposts and cities. It first appeared in module **G3 Hall of the Fire Giant King**.

Wall of Tentacles

Huge construct, unaligned

Armor Class 14 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 0 ft.

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

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained

Senses darkvision 120ft., passive Perception 12

Languages -

Challenge 8 (3900 XP)

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

Magic Weapons. The wall's tentacle attacks are magical.

Actions

Multiattack. The wall has 20 tentacles. The wall can make four tentacle attacks against any one creature within reach, up to a maximum of 5 creatures.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Winged Warrior

The winged warrior is a modified living crystal statue that has metal wings and enchantments that allow it to fly. It cannot attack while flying, as it uses the sharp edges of its wings to slash at foes.

The winged warrior can be encountered anywhere. It first appeared in module **B8 Journey to the Rock**.

Winged Warrior

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 6

Languages understands Common but doesn't speak

Challenge 1 (200 XP)

Actions

Multiattack. The winged warrior makes two wing slash attacks.

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

Dragons

Black Dragon, Juvenile

An intermediate growth phase between wyrmling and young, juvenile dragons are the first age to be dangerous on a large scale.

Black dragons may be encountered anywhere, although they tend to favor areas where water is plentiful, such as lakes, seas, marshes, and swamps. They first appeared in the **OD&D Box Set**.

Black Dragon Juvenile

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +5, Con +5, Wis +3, Cha +4

Skills Perception +6, Stealth +5

Damage Immunities acid

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

Languages Common, Draconic

Challenge 5 (1800 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 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 this area must make a DC 14 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

Coiled Dragon

Coiled dragons are a lesser known type of dragon. They lack the breath weapon of chromatic and metallic dragons, but have innate magical abilities to command fish or reptiles, and summon a flaming aura.

Coiled dragons can be encountered anywhere, but favor swamps and marshes, or anywhere with standing water. They first appeared (as the Pan Lung dragon) in **AD&D Fiend Folio**.

Coiled Dragon Wyrmling

Medium dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	11 (+0)

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The coiled dragon can breathe air and water.

Scaly Command. The coiled dragon can cast *charm monster* (Save DC 10) once per day on a piscine or reptilian creature.

Water Fire. When standing or submerged in water, the coiled dragon can surround itself with an aura of ghostly, multicolored flames. At the start of each of the dragon's turns, any creature within 5 feet takes 3 (1d6) fire damage.

Actions

Multiattack. The coiled dragon makes 1 bite attack and 1 constrict attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) bludgeoning damage and target is grappled (Escape DC 12).

Dracolisk

The dracolisk is said to be the offspring of a basilisk and rogue black dragon. It is dragon-like, with six legs and small wings, and usually dark brown in color. It possesses both the acid breath of its draconic parentage, and the petrifying gaze of the basilisk, but not the dragon's intelligence.

Dracolisks can be encountered anywhere, but favor swamps and marshes, as well as underground lairs. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Dracolisk

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	7 (-2)	10 (+0)	10 (+0)

Saving Throws Dex +5, Con +6

Skills Perception +3

Damage Immunities acid

Condition Immunities petrified

Senses blindsight 30 ft., darkvision 120ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 8 (3900 XP)

Amphibious. The dracolisk can breathe air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two can see each other, the dracolisk can force the creature to make a DC 14 Constitution save (assuming the dracolisk isn't incapacitated). On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the save 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.

Actions

Multiattack. The dracolisk makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage plus 3 (1d6) acid damage.

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

Acid Breath (Recharge 5-6). The dracolisk exhales acid in a 30 foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity save, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Elementals

Djinni Vizier

Djinni viziers are six powerful djinni who serve the supreme caliph of the djinni in the elemental plane of air. Djinni viziers will sometimes heed the call of good spell casters who need their power to combat great evil, and will stay on the prime material plane as long as needed.

Djinni viziers can be encountered anywhere, though desert is most likely. They first appeared in module **14 Oasis of the White Palm**.

Djinni Vizier

Huge elemental, chaotic good

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	24 (+7)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +10, Con +13, Wis +9

Skills Perception +9

Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Auran

Challenge 18 (20000 XP)

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

Wind Shield. The djinni vizier is surrounded by whirling, high speed winds. Any non-spell ranged attacks against it are made with disadvantage. Flying creatures within 5 feet of it suffer disadvantage on melee attacks against it.

Magic Resistance. The djinni vizier has advantage on saving throws made against spells and magical effects.

Plane Shift. The djinni vizier can plane shift itself up to 2 times per day. It may only shift to or from the prime plane, elemental plane of air, or the astral plane.

Whirlwind. The djinni vizier can transform into a whirlwind at will and remain in that form indefinitely. While in whirlwind form, it can't cast spells or plane shift, but gains immunity to damage from all melee and ranged weapon attacks, including natural weapons. The whirlwind is 30 feet wide at the bottom, 60 feet wide at the top and up to 100 feet tall, and moves at its fly speed.

Large or smaller creatures must succeed at a DC 20 Strength

saving throw or be carried in the whirlwind. While being carried, targets are restrained. Targets may make a DC 20 Strength saving throw at the end of their turn to exit the whirlwind. The djinni vizier can eject any carried creature or object at its leisure.

If touching the ground, the whirlwind throws up a debris cloud of diameter equal to half the whirlwind's height. Anyone caught in the debris cloud is lightly obscured.

The djinni vizier may also use this ability to create smaller whirlwinds, as a normal djinni.

Innate Spellcasting. The djinni vizier can cast *detect good or evil*, *detect magic*, and *thunderwave* at will.

Spellcasting. The djinni vizier is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *light*, *mage hand*, *ray of frost*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *disguise self*, *fog cloud*, *shield*

2nd level (3 slots): *blur*, *gust of wind*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*

4th level (3 slots): *conjure minor elementals*, *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*, *conjure elemental*

6th level (1 slot): *chain lightning*, *wall of ice*

7th level (1 slot): *project image*, *teleport*

Actions

Multiattack. The djinni vizier makes three scimitar attacks..

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Legendary Actions

The djinni vizier 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 djinni vizier regains spent legendary actions at the start of its turn.

Detect. The djinni vizier makes a Wisdom (Perception) check.

Whirlwind Dash (Costs 2 Actions). The djinni vizier's legs transform into a whirlwind, allowing it to move up to 180 feet without triggering attacks of opportunity.

Cast a Spell (Costs 3 Actions). The djinni vizier casts a spell from its list of prepared spells, using a spell slot as normal.

Efreeti Pasha

Efreeti pashas are six powerful efreeti who serve the sultan of the efreeti of the fabled City of Brass, in the elemental plane of fire. Sometimes a foolish spell caster will summon one to the prime material plane in hopes of garnering a wish from the creature. This almost always ends in a horrible death for the caster, as the efreeti pasha will twist the wording of the wish.

Efreeti pashas are encountered only extremely rarely, but can occur anywhere. They first appeared in module **13 Pharaoh**.

Efreeti Pasha

Huge elemental, lawful evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +13, Wis +9

Skills Perception +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Ignan

Challenge 17 (18000 XP)

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

Fire Aura. The efreeti pasha is surrounded by an aura of heat and flame. Targets take 10 (3d6) fire damage if they move to within 5 feet of it or begin their turn there.

Magic Resistance. The efreeti pasha has advantage on saving throws made against spells and magical effects.

Plane Shift. The efreeti pasha can plane shift itself up to 2 times per day. It may only shift to or from the prime plane, elemental plane of fire, or the astral plane.

Spellcasting. The efreeti pasha is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *produce flame*

1st level (4 slots): *burning hands*, *thunderwave*

2nd level (3 slots): *continual flame*, *scorching ray*

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

4th level (3 slots): *conjure minor elementals*, *fire shield*, *wall of fire*

5th level (2 slots): *cone of fire* (as *cone of cold*), *conjure elemental*

6th level (1 slot): *create undead*, *programmed illusion*

7th level (1 slot): *fire storm*, *teleport*

Actions

Multiattack. The efreeti pasha makes three attacks using any combination of scimitar and Hurl Flame..

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage, plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack.* +10 to hit, range 150 ft., one target. *Hit:* 28 (8d6) fire damage.

Legendary Actions

The efreeti pasha 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 efreeti pasha regains spent legendary actions at the start of its turn.

Kick. The efreeti pasha kicks an opponent in melee with it, using his melee attack to hit, and inflicting 14 (2d6 + 7) bludgeoning damage plus 10 (3d6) fire damage. The target must succeed at a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

Heat Pulse (Costs 2 Actions). The efreeti pasha releases a concussive heat blast that shoves away nearby foes. All creatures within 10 feet of it take 21 (6d6) fire damage, and must succeed at a DC 20 Strength (Athletics) check or be pushed 15 feet directly away.

Cast a Spell (Costs 3 Actions). The efreeti pasha casts a spell from its list of prepared spells, using a spell slot as normal.

Pech

Pech are small, thin creatures with long arms and legs, large feet and hands, and yellowish skin. They are from the elemental plane of earth, but come to the prime material plane by unknown means. They are unparalleled stone workers.

Pech are encountered underground, as they don't like bright light. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Pech

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Common, Dwarvish, Terran

Challenge 1 (200 XP)

Innate Spellcasting. The pech's innate spellcasting ability is Constitution (spell DC 13). It can innately cast the following spells, requiring no material components. Multiple pechs can group together to cast more powerful spells.

3/day: *stone shape*

4 pech; 1/day: *wall of stone*

8 pech; 1/day: *stone to flesh* (reverses petrification).

Actions

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

Rock Man

Rock men are elemental creatures created when elemental power infuses the stone of a particular mountain. The rock gains sentience, and breaks off into multiple humanoid forms. Rock men are territorial about their mountain, and will keep people away or charge them tolls to pass near. They have no need of money, but have a love of precious gems and collect them through their tolls.

Rock men can be encountered in any mountainous area. They first appeared in module **B8 Journey to the Rock**.

Rock Man

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +2

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

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

Languages Common, Terran

Challenge 1/2 (100 XP)

Slow to React. The rock man has disadvantage on initiative checks.

Stone Blend. The rock man has advantage on Dexterity (Stealth) checks when hiding in rocky terrain.

Actions

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

Sandling

Sandlings are solitary creatures that appear to be composed entirely of shifting sand. They are believed to have originated on the elemental plane of earth, but thrive on the prime material plane.

They are encountered in deserts, beaches well away from water, and in dry underground areas. They first appeared in module **A4 In the Dungeons of the Slave Lords**.

Sandling

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., burrow 10 ft. (sand only)

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

Damage Immunities poison

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

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

Languages understands Terran but can't speak

Challenge 3 (700 XP)

Water Vulnerable. If the sandling enters water, or becomes soaked with at least 10 gallons of water, it suffers a -2 penalty to Armor Class and Dexterity saves, and can't take reactions, until it dries out.

Actions

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

Sandman

Sandmen are creatures of sand from the elemental plane of earth. They rarely attack anyone, however they are dangerous. Getting close to a sandman often results in that person falling asleep, at the mercy of whatever monster finds them. Some monsters will follow sandmen, knowing they will leave helpless prey in their wake. Sandman will respond in kind if attacked.

Sandmen are usually found in deserts, but any area with sand is a possible location. They first appeared in the **AD&D Fiend Folio**.

Sandman

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 10 ft., burrow 10 ft.

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

Damage Vulnerability thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 1/2 (100 XP)

Sleep Aura. Any living creature approaching within 10 feet of a sandman for the first time must make a DC 11 Wisdom saving throw or fall unconscious. Unconscious victims are woken by any damage or rough shaking, otherwise they sleep for 1 hour.

Actions

Multiattack. The sandman makes two slam attacks.

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

Swarm of Fire Bats

Native to the elemental plane of fire, fire bats are considered pests by the intelligent denizens of that plane. When they appear on the prime material plane, it is usually as a swarm that attacks creatures for their blood, needed by the bats to reproduce.

Fire bats can be encountered near volcanoes, magma upwellings, and other hot places. They first appeared in module **C2 The Ghost Tower of Inverness**.

Swarm of Fire Bats

Large swarm of small elementals, unaligned

Armor Class 12

Hit Points 44 (8d10)

Speed 10 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Actions

Burning Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., up to 4 medium targets or one large target. *Hit:* 14 (4d6) piercing damage plus 10 (3d6) fire damage, or 7 (2d6) piercing damage plus 7 (2d6) fire damage if the swarm has half of its hit points or less.

Vitriolus

Vitrioli are tiny elementals native to the elemental plane of ooze. They only come to the prime material plane when summoned, or through the use of an enchanted elixir called vitrioliquid. They appear as tiny, vaguely humanoid shapes that glow with a green light. When they attack, they explode on contact, or when struck, in a burst of acidic flame.

Vitrioli can be encountered anywhere. They first appeared in module **I7 Baltron's Beacon**.

Vitriolus

Tiny elemental, unaligned

Armor Class 11

Hit Points 1 (1d4 - 2)

Speed 20 ft.

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

Damage Immunities acid, fire, poison

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

Senses passive Perception 9

Languages understands Terran, but can't speak

Challenge 1/8 (25 XP)

Death Burst. When the vitriolus dies, it explodes in a burst of acid and fire. Each creature within 5 feet of it must make a DC 11 Dexterity save, taking 4 (1d8) fire damage and 4 (1d8) acid damage on a failed save, or half as much damage on a successful save.

Actions

Explode. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* The vitriolus explodes in a burst of acid and fire, dying in the process. Each creature within 5 feet of it must make a DC 11 Dexterity save, taking 4 (1d8) fire damage and 4 (1d8) acid damage on a failed save, or half as much damage on a successful save.

Fey

Crone of Chaos

A crone of chaos is a half-fey creature that lives to cause pain and suffering through deceiving others. The crone creates more of her kind by cloaking herself in illusion to lure in a mate, then kill him. The offspring is born of the parent's race, but becomes increasingly fey as it matures.

Crones of chaos can be encountered anywhere remote, but favor forested areas. They first appeared in module **B8 Journey to the Rock**.

Crone of Chaos

Medium fey, chaotic evil

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common, Draconic, Sylvan

Challenge 1 (200 XP)

Concealed Casting. The crone can use her Animal Control and Dagger of Sorcery abilities without appearing to be the source of the spells.

Illusory Appearance. The crone creates an illusion that makes her appear to be another humanoid of her general size and shape. The illusion ends if the crone takes a bonus action to end it or if she dies. A successful DC 20 Intelligence (Investigation) check reveals her appearance to be an illusion.

Actions

Multiattack. The crone of chaos makes two claw or dagger of sorcery attacks.

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

Dagger of Sorcery. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d6 + 3) force damage.

Animal Control. The crone casts a *charm monster* spell that affects only beasts, DC 13 Wisdom save to resist.

Jermlaine

Jermlaine are tiny, ratlike fey that live underground, typically with rats. They are cowardly by nature, and attack only from ambush. They have a fondness for sweets, and can be distracted by candy or sugar.

Jermlaine are encountered underground in caves, cellars, and sewers. They first appeared in module **D1 Descent into the Depths of the Earth**.

Jermlaine

Tiny fey, neutral evil

Armor Class 14

Hit Points 1 (1d4 - 1)

Speed 30 ft.

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

Skills Perception +5, Stealth +8

Senses darkvision 120 ft., passive Perception 15

Languages Undercommon

Challenge 1/4 (50 XP)

Rat Speech Jermlaine can use *speak with animals* at will, but can only talk to rats.

Stealthy. Jermlaine have advantage on Dexterity (Stealth) checks and can Hide as a bonus action.

Actions

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 1 piercing damage and target must make a DC 10 Constitution saving throw, taking 2d6 poison damage and becoming poisoned for 1 minute on a failure, or half as much damage on a successful save.

Nereid

Nereids are creatures of elemental water that usually take the form of a beautiful young girl with blonde hair and pale white skin. They always wear a white shawl over their shoulders, or have it lying nearby within reach. They are capricious and chaotic always, but vary from good to evil. The nereid's shawl is its weakness. The nereid will obey anyone who holds it, because destroying the shawl destroys the nereid. The nereid will lie, deceive, and do anything short of attack the shawl holder to get it back. Nereids may be encountered anywhere a sizable pool of water can be found. They first appeared in module **C1 The Hidden Shrine of Tamoachan**.

Nereid

Medium fey, chaotic (good, neutral, or evil)

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Olmen, any languages the original knows

Challenge 3 (700 XP)

Amphibious. The nereid can breathe air and water.

Innate Spellcasting. The nereid's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *control water*

Nereid's Shawl. The nereid's existence is tied to her shawl. If her shawl is taken, she will obey the holder, but will try to get it back through lies or trickery. If the shawl is destroyed, the nereid dissolves into water.

Transparent in Water. When submerged in water, the nereid is invisible.

Actions

Blinding Spit. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* Target is blinded for 1 minute. Target may make a DC 13 Constitution save on its turn; on a success it is no longer blinded.

Watery Fist. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Drowning Kiss. If a creature coerces the nereid into a kiss, the creature must succeed at a DC 13 Constitution save or be reduced to 0 hit points.

Selkie

Selkies are seal-like fey that may shapechange into human form for long periods of time. In seal form, they are given away by their webbed, human-like hands. They tend to avoid surface dwellers, but some communities will trade with ships.

Selkies may be encountered in cool to cold ocean waters. They first appeared in the **AD&D Monster Manual II**.

Selkie

Medium fey (shapechanger), neutral

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Aquan

Challenge 1/2 (100 XP)

Hold Breath. The selkie can hold its breath for up to 30 minutes.

Shapechanger. The selkie can use its action to polymorph into a humanoid form, or back into its true form, which is seal. In seal form, the selkie increases swim speed to 50 feet, but reduces land speed to 10 feet.

Actions

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

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

Sirine

Sirines are aquatic fey that live in shallow coastal waters and undersea settlements. They frequent shorelines and their singing has a hypnotic effect on most humanoids. Although painted as flesh-eating creatures that lure sailors to their doom, they are generally not malicious. Sirines may be encountered along coasts, beaches, and shallow ocean waters. They first appeared in the **AD&D Monster Manual II**.

Sirine

Medium fey, neutral

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft., swim 50 ft.

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

Skills Perception +4, Persuasion +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Aquan

Challenge 1 (200 XP)

Amphibious. The sirine can breathe in air and water.

Innate Spellcasting. The sirine's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *charm person* (via singing)

3/day: *fog cloud*, *invisibility*

1/day: *feblemind*, *polymorph*

Actions

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

Fiends

Colchiln

Colchiln are black, bipedal demons with white lidless eyes, and iron-hard claws. They are usually summoned by evil spell casters to serve as guards. They aren't very intelligent, but have good memories and remember orders well.

Colchiln can be encountered anywhere. They first appeared in the module **WG5 Mordenkainen's Fantastic Adventure**.

Colchiln

Small fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 43 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal

Challenge 3 (700 XP)

Actions

Multiattack. The colchiln makes two melee attacks.

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

Kerzit the Guardian

Kerzit is a guardian demon, created by demon lords to serve their mortal servants.

It is always encountered guarding powerful magic, such as unique tomes or artifacts. It first appeared in the module **WG5 Mordenkainen's Fantastic Adventure**.

Kerzit the Guardian

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Str +13, Dex +8, Con +12, Wis +8

Skills Perception +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Abyssal

Challenge 17 (18000 XP)

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

Magic Weapons. Kerzit's weapon attacks are magical.

Actions

Multiattack. Kerzit makes two tentacle attacks and two serrated arm attacks. If Kerzit has a target grappled, he may replace a tentacle attack with a bite attack.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage and target is grappled (save DC 21).

Serrated Arm. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and the target must make a DC 20 Constitution save, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful save.

Lolth, Demon Queen of Spiders

Lolth, the Demon Queen of Spiders, and principal goddess of the drow elves, lives in the 66th layer of the Abyss - also known as the Demonweb Pits.

Lolth is usually only encountered when she is called to the prime material plane by her loyal followers. She first appeared in the **AD&D Fiend Folio**.

Lolth, Demon Queen of Spiders

Large fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 315 (30d10 + 150)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	20 (+5)	22 (+6)	22 (+6)	24 (+7)

Saving Throws Dex +15, Con +12, Wis +13

Skills Perception +13

Damage Resistances acid, cold, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages All, telepathy 120 ft.

Challenge 23 (50000 XP)

Innate Spellcasting. Lolth's spellcasting ability is Charisma (spell save DC 22). Lolth can cast the following spells, requiring no material components.

At will: *charm person*, *detect magic*, *web*

3/day each: *confusion*, *conjure animals* (8 giant spiders), *dispel magic*

1/day each: *teleport*

Shapechanger. Lolth can use her action to shapechange to a medium Drow elf form, or back to her true form of a large black widow spider. Her statistics are the same in both forms, but some actions can only be used by one form or the other.

Legendary Resistance (3/day). If Lolth fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Lolth's weapon attacks are magical.

Web Walker. Lolth ignores movement restrictions caused by webbing, regardless of source.

Actions

Multiattack. In Drow form, Lolth makes four shortsword attacks. In spider form, Lolth makes two bite attacks and one web attack.

Shortswords (Drow form only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage plus 13 (3d8) poison damage.

Bite (Spider form only). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 32 (7d8) poison damage. The target must succeed on a DC 20 Constitution saving throw or be poisoned. While poisoned,

the target can't regain hit points and takes 18 (4d8) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Web (Spider form only). *Ranged Weapon Attack:* +15 to hit, range 60/120 ft., one target. *Hit:* The target is restrained by webbing. While restrained, the target takes 3 (1d6) poison damage at the beginning of each of its turns. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire; immunity to bludgeoning, poison, and psychic damage).

Legendary Actions

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

Attack: Lolth makes 2 shortsword attacks (Drow form only), or a bite attack (spider form only).

Break Away: Lolth disengages from combat and moves up to her speed.

Charm (Drow form only): Lolth casts *charm person* on a target.

Cocoon (3 actions, spider form only): Lolth leaps up to 80 feet onto a target that is currently restrained by her Web attack and wraps the target until it is completely cocooned. The target makes a DC 20 Strength saving throw, breaking away from Lolth on a success, and becoming cocooned on a failure. A cocooned creature is incapacitated. Allies may try to cut or burn away the cocoon (AC 12; hp 50; vulnerability to fire; immunity to bludgeoning, poison, and psychic damage), however the target takes half the damage inflicted on the cocoon.

Lair Actions

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

- Lolth causes a 20 foot square area she can see to become filled with webs. The webs last until the next initiative count 20. Creatures in that area must succeed on a DC 22 Dexterity saving throw or be restrained until the webs disappear.
- Lolth summons 4 giant spiders to serve her. They remain for 1 hour, until killed, or until she uses this action again.
- Lolth calls a swarm of spiders to fill a 20 foot radius area she can see. Any creature that is in the area when it appears, or ends its turn there, takes 10 (3d6) poison damage. The swarm remains until Lolth dismisses it, uses this action again, or dies.

Hellcat

Hellcats are large, infernal cats that are visible as glowing outlines in the dark, but become invisible in the presence of a light source.

Hellcats can be encountered anywhere. They first appeared in the **AD&D Fiend Folio**.

Hellcat

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 68 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +4

Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 4 (1100 XP)

Devil's Sight. Magical darkness doesn't impede the hellcat's darkvision.

Invisible in Light. The hellcat is invisible when in areas of dim or bright light, so all attacks against it suffer disadvantage. In darkness, the hellcat is visible as a glowing outline similar to faerie fire, and may be attacked without penalty.

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

Actions

Multiattack. The hellcat makes one claw attack and one bite attack.

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

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

Nupperibo

Nupperibo are the least of all the devils, lower even than the lemures.

Nupperibo can be encountered anywhere. They first appeared in the **AD&D Monster Manual II**.

Nupperibo

Medium fiend (devil), lawful evil

Armor Class 10

Hit Points 4 (1d8)

Speed 20 ft.

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

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

Actions

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

Giants

Fog Giant

Fog giants are cousins of cloud giants, but possess no magical ability. Their pale color allows them to easily hide when the weather is foggy, and they tend towards places where that is a common occurrence.

Fog giants are encountered in swamps, tidal marshes, dense forests, and along sea coasts. They first appeared in the **AD&D Fiend Folio**.

Fog Giant

Huge giant, neutral evil

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Giant

Challenge 6 (2300 XP)

Fog Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in fog.

Actions

Multiattack. The fog giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Humanoids

Brood Gibberling

Brood gibberlings were normal humanoids transformed by infection with a gibberslug, a parasite from the Far Realms. Brood gibberlings act as hosts to gibberslugs, and will transfer them to victims with a successful claw attack.

Brood gibberlings are encountered underground or at night, since they can't stand light. They first appeared in the module **The Gates of Firestorm Peak**.

Brood Gibberling

Medium humanoid, chaotic neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages Telepathy 120 ft. (only with gibberlings)

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and transfers gibberslug to target. Target must make a DC 13 Dexterity saving throw. On a success the gibberslug is brushed off, but on a failure the gibberslug begins to burrow into the target. The target may take its next action to burn or cut out the slug; doing so inflicts 1d8 damage on the target, but kills the gibberslug.

If the target ignores the slug it burrows to the target's brain over the course of 10 rounds, inflicting 1 piercing damage per round. When it reaches the brain, the target becomes unconscious until it receives a *lesser restoration*, *restoration*, or *heal* spell, or 20 hours passes. After 20 hours, the target is transformed into a gibberling and is unrecoverable short of a *wish*.

Chameleon Man

Chameleon men are tall (7 feet average) and unnaturally thin, with spindly arms and legs. They have multicolored skin, often with tiger-like stripes of differing colors.

They typically live in deep caves or dense forest, well away from civilization. They first appeared in the module **B8: Journey to the Rock**.

Chameleon Man

Medium humanoid, neutral

Armor Class 11

Hit Points 13 (3d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

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

Teleport. The chameleon man teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see. Before or after teleporting, the chameleon man can make one melee attack.

Gibberling Swarm

Gibberlings were normal humanoids transformed by infection with a gibberslug, a parasite from the Far Realms. They are reduced to near animal intelligence, although they retain enough to use crude weapons. They attack in a howling mob, with no regard to their own fate.

They are encountered underground or at night, since they can't stand light. They first appeared in the module **The Gates of Firestorm Peak**.

Gibberling Swarm

Large swarm of Medium humanoids, chaotic neutral

Armor Class 12

Hit Points 45 (8d10)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

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

Actions

Crude Weapons. *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 17 (5d6) bludgeoning damage, or 10 (3d6) bludgeoning damage if the swarm has half its hit points or less.

Lizardfolk

Lizardfolk are a reptilian race that tends to be xenophobic and aggressive.

They may be encountered in swamps, marshes, forests, and coastal areas. They first appeared (as Lizard Men) in the **AD&D Monster Manual**.

Lizardfolk Chief

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Str +5, Con +4

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

Senses passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

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

Actions

Multiattack. The lizardfolk chief makes two longsword attacks and one bite attack.

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

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

Lizardfolk Officer

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 30 (4d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

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

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

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

Actions

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

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

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

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

Lizardfolk Senior Shaman

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	15 (+2)	9 (-1)

Skills Perception +4, Survival +6, Stealth +4

Senses passive Perception 14

Languages Draconic

Challenge 1/2 (100 XP)

Spellcasting. The shaman is a 3rd level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *produce flame*, *shillelagh*

1st level (4 slots): *charm person*, *faerie fire*, *healing word*

2nd level (2 slots): *barkskin*, *spike growth*

Actions

Multiattack. The lizardfolk senior shaman makes two melee attacks, each one with a different weapon.

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

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

Lizardfolk Shaman

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	14 (+2)	9 (-1)

Skills Perception +4, Survival +6, Stealth +4

Senses passive Perception 14

Languages Draconic

Challenge 1/2 (100 XP)

Spellcasting. The shaman is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *produce flame*, *shillelagh*

1st level (2 slots): *cure wounds*, *faerie fire*, *fog cloud*

Actions

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

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

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

Lizardfolk Subchief

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

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

Senses passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

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

Actions

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

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

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

Locathah

Locathah are aquatic, piscine humanoids that live as hunter-gatherers. They are not warlike like the sahuagin, but are very territorial.

They can be encountered warm coastal waters. They first appeared in the **Dungeons and Dragons Supplement II: Blackmoor**.

Locathah

Medium humanoid (locathah), neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	9 (-1)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages Locathah

Challenge 1/4 (50 XP)

Limited Amphibiousness. The locathah can breathe air and water, but must be submerged at least once every 6 hours to avoid suffocating.

Actions

Unarmed. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) bludgeoning damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used two-handed.

Norker

Norkers are distant cousins of goblins and hobgoblins. They resemble goblins, but have large fangs and a tough, rocky hide that ranges in color from rusty red to dark gray. Norkers rarely wear any more clothing than a loincloth, and never wear armor. They wield simple weapons, usually stone clubs.

They can be encountered in nearly any remote area. They first appeared in the **AD&D Fiend Folio**.

Norker

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Skills Athletics +6, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 XP)

Actions

Multiattack. Norkers make one weapon attack and one bite attack.

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

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

Norker Witchdoctor

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (natural armor)

Hit Points 38 (7d6 +14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

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

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

Cantrips (at will): resistance, sacred flame, thaumaturgy

1st level (4 slots): *cure wounds, guiding bolt, protection from evil and good*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (2 slots): *protection from energy, spirit guardians*

Actions

Multiattack. The norker witchdoctor makes one weapon attack and one bite attack.

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

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

Sahuagin

Sahuagin are amphibious fish humanoids whose society is built around survival of the fittest. Sahuagin fight with each other nearly as much as they fight with other sentient aquatic races.

Sahuagin may be encountered in shallow or deep salt water, and along sea coasts. They first appeared in the **Dungeons and Dragons Supplement II: Blackmoor**.

Sahuagin High Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor, *ring of protection*)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 40 ft.

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

Saving Throws Wis +6

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 3 (700 XP)

Blood Frenzy. The sahuagin has advantage on melee attacks against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can command any shark within 120 feet of her.

Spellcasting. The sahuagin priestess is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, guiding bolt, healing word*

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (3 slots): *dispel magic, glyph of warding, mass healing word, spirit guardians*

4th level (2 slots): *control water, guardian of faith*

Actions

Multiattack. The sahuagin priestess makes two melee attacks, one with its bite and one with its claws or spear.

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

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

Sahuagin Lieutenant

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1 (200 XP)

Blood Frenzy. The sahuagin has advantage on melee attacks against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can command any shark within 120 feet of him.

Actions

Multiattack. The sahuagin makes two attacks, one with its bite and one with claws or trident.

Trident. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and target must make a DC 12 Constitution save, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful save.

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

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

Sahuagin Royal Guard

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	14 (+2)	13 (+1)	17 (+3)

Saves Dex +5, Con +7, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 6 (2300 XP)

Blood Frenzy. The sahuagin has advantage on melee attacks against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can command any shark within 120 feet of him.

Actions

Multiattack. The sahuagin makes four claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Young Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Sahuagin

Challenge 1/8 (25 XP)

Blood Frenzy. The sahuagin has advantage on melee attacks against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can command any shark within 120 feet of him.

Actions

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

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

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

Thoul

The result of nightmarish magical experimentation, the thoul is an amalgam of hobgoblin and troll, with a ghoul's ability to paralyze. Thouls proved able to breed with normal hobgoblins, though not all offspring are thouls. They are frequently found with hobgoblin bands, and are visually indistinguishable from them.

Thouls may be encountered anywhere hobgoblins are. They first appeared in the **D&D Basic Rulebook**.

Thoul

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Regeneration. The thoul regains 5 hit points at the start of its turn. If the thoul takes acid or fire damage, it doesn't regenerate at the start of its next turn. The thoul dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Thouls make one weapon attack and one claw attack.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 Constitution save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the condition on a success.

Tribal Humans

Tribal humans are those who live beyond the bounds of civilization, in the wildest places not yet colonized. They typically subsist on hunting, fishing, and gathering.

Tribal humans can be encountered in deep wilderness. They first appeared in the earliest editions of **D&D**.

Tribal Chief

Medium humanoid (human), neutral

Armor Class 14 (shield)

Hit Points 115 (14d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Skills Athletics +5, Stealth +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 5 (1800 XP)

Action Surge (recharge on short rest). The tribal chief can take one additional action on his turn.

Brute. A melee weapon deals one extra die of its damage when the tribal chief hits with it (included in the attack).

Actions

Multiattack. The tribal chief makes three spear attacks.

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

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

Tribal Leader

Medium humanoid (human), neutral

Armor Class 13 (shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Stealth +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The tribal leader makes two spear attacks.

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

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

Tribal Wise Woman

Medium humanoid (human), neutral

Armor Class 13 (shield, 16 with *barkskin*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Medicine +4, Nature +2, Perception +4

Senses passive Perception 14

Languages Common, Druidic

Challenge 1 (200 XP)

Spellcasting. The tribal wise woman is a 4th level druid. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *goodberry*, *longstrider*, *thunderwave*

2nd level (3 slots): *barkskin*, *pass without trace*, *spider climb*

Wild Shape (2 uses, recharges on short rest). The tribal wise woman can use a bonus action to assume the shape of a beast of CR 1/2 or less with no flying speed, typically a giant poisonous snake or a crocodile.

Actions

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

Tribal Witch Doctor

Medium humanoid (human), neutral

Armor Class 13 (shield, 16 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Medicine +6, Nature +2, Perception +6

Senses passive Perception 16

Languages Common, Druidic

Challenge 4 (1100 XP)

Spellcasting. The tribal witch doctor is a 7th level druid. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *goodberry*, *longstrider*, *thunderwave*

2nd level (3 slots): *barkskin*, *lesser restoration*, *pass without trace*, *spider climb*, *spike growth*

3rd level (3 slots): *call lightning*, *conjure animals*, *plant growth*

4th level (1 slot): *blight*, *divination*, *freedom of movement*

Wild Shape (2 uses, recharges on short rest). The tribal witch doctor can use a bonus action to assume the shape of a beast of CR 1/2 or less with no flying speed, typically a giant poisonous snake or a crocodile.

Actions

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

Monstrosities

Aurumvorax

Aurumvorax is a small, eight-legged creature with a shiny golden coat. It has dense bone and musculature, weighing nearly 500 pounds despite its small size. It is extremely aggressive and will fight to the death if provoked. It typically attacks by latching onto an enemy with its teeth, then tearing the foe to shreds with its many claws.

An aurumvorax is normally encountered in forest and plains terrain. It first appeared in module **S3 Expedition to the Barrier Peaks**.

Aurumvorax

Small monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 104 (16d6 + 48)

Speed 30 ft.

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

Damage Resistance bludgeoning, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 8 (3900 XP)

Actions

Multiattack. The aurumvorax makes one bite attack and two claw attacks. If it has latched onto a target with its bite, it instead makes eight claw attacks against that target only.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage and target is grappled (escape DC 18).

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

Bhut

Bhuts are evil shapechangers that feed exclusively on humanoids. They appear as normal humans during the day, but change at night, becoming feral looking with sharp claws and long fangs.

Bhuts prefer to live near settlements, where they work together to maintain a facade of innocence. They usually pose as good hearted, but reclusive, folk such as monks, extended families, or traveling pilgrims. They first appeared in module **X4 Master of the Desert Nomads**.

Bhut

Medium monstrosity (bhut, shapechanger), chaotic evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

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

Skills Stealth +4

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

Damage Vulnerabilities bludgeoning, piercing, and slashing from magical weapons wielded by good creatures

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1800 XP)

Shapechanger. The bhut maintains a human form from dawn to dusk, and its true form from dusk to dawn. When it dies, it doesn't change form.

Unknowable. Divination spells will not reveal a bhut's true form or nature.

Actions

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

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage and being poisoned for 1 minute on a failure, or half as much damage and not poisoned on a successful save.

Cave Moray

Cave morays are worm-like creatures that live in burrows in the sides of caves. When prey passes by the burrow hole, the moray lunges out and attacks with blinding speed, using its movement to lunge out and retract as part of the attack.

They are encountered underground in natural caves. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Cave Moray

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Hidden in Rock. When inside its burrow, the cave moray has advantage on Dexterity (Stealth) checks.

Quick Strike. The cave moray strikes from its burrow with such speed that attacks made against it suffer disadvantage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Dustdigger

Dustdiggers look like giant starfish with a toothy central maw. They burrow into soft sand and inflate to create a pocket. When something walks over them, they deflate to create a sinkhole to trap and grapple the victim. Some dustdiggers can generate a mirage-like illusion to help attract prey.

Dustdiggers are found only in arid regions with soft or sandy ground. They first appeared in module **I3 Pharaoh**.

Dustdigger

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (6d10 + 12)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Condition Immunities blinded, deafened, frightened, prone

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Illusionary Trap. About 20% of dustdiggers can create a Silent Image spell at will. The image is always of an oasis or pool of water.

Buried Deep. While buried in the sand, the dustdigger can't be detected by Perception checks.

Sinkhole. When the dustdigger detects movement over itself, it deflates and creates a 10 ft. diameter sinkhole of sand. Creatures caught in the sinkhole make a DC 13 Dexterity check. On a success, they may move normally, treating the sinkhole as difficult ground. On a failure, they become restrained.

Actions

Multiattack. The dustdigger can make an engulf attack against a creature in its sinkhole, and can bite a grappled target as a bonus action.

Engulf. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* Target is grappled.

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

Giant Hermit Crab

A relative of the giant crab, this larger cousin is normally not aggressive, but will fight fiercely if provoked. They use their shell to their advantage in combat to separate foes, and will retreat inside if hard pressed.

Giant Hermit Crabs are found only in moist regions near rivers or oceans. They first appeared in module **C1 The Hidden Shrine of Tamoachan**.

Giant Hermit Crab

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., swim 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1800 XP)

Retract into Shell. As a bonus action, the giant hermit crab can retract into its shell. While retracted, it can take no action other than maintaining a Shell Pin, it can't move, and it gains a +4 bonus to AC.

Actions

Multiattack. The giant hermit crab can make two claw attacks, or one claw attack and a Shell Pin.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and the target is grappled (escape DC 15). A claw used for grappling can't be used to attack.

Shell Pin. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage and target is restrained (escape DC 15). If Shell Pin is restraining a target, it can't be used to attack.

Giant Slug

Giant slugs are huge versions of the typical garden slug. They are apex predators, eating anything organic - dead or alive.

They are encountered anywhere wet and dark; underground, swamps, and rain forests. They first appeared in the **Dungeons and Dragons Supplement 1: Greyhawk**.

Giant Slug

Huge monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 6 (2300 XP)

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 10 (3d6) acid damage.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 35 (10d6) acid damage.

Gorgimera

A gorgimera is a sterile crossbreed of a chimera. It has the body of a lion and gorgon merged together, with three heads; lion, red dragon, and gorgon. Some gorgimeras have intelligence nearing average, and will be open to bargaining, in their favor of course.

A gorgimera can be encountered nearly anywhere remote, and underground. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Gorgimera

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 143 (15d10 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 7 (2900 XP)

Actions

Multiattack. The gorgimera makes three attacks, one bite with its lion head, one bite with its dragon head, and one gore with its gorgon horns. When its fire or petrifying breath is available, it can use it in place of its bite or gorgon horns attack respectively.

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

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

Gorgon Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 4) bludgeoning damage.

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

Petrifying Breath (Recharge 5-6). The gorgon head exhales petrifying gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The target must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is petrified until freed by the *greater restoration* spell.

Ice Toad

Ice toads are intelligent giant toads that inhabit cold regions, and sometimes underground. They speak their own strange language of words and croaks. They love both raw and cut gems, and will go out of their way to obtain them.

Ice toads can be encountered in arctic climes, and underground. They first appeared in the **AD&D Monster Manual**.

Ice Toad

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Damage Immunities cold

Senses passive Perception 10

Languages understand Common but can only speak their language

Challenge 3 (700 XP)

Freezing Aura. The ice toad is surrounded by an aura of freezing cold. Any creature that approaches within 5 feet of the toad or begins its turn there takes 10 (3d6) cold damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) cold damage.

Lycanthrope, Seawolf

Seawolves are lycanthropes that have an animal form that blends the bodies of wolf and seal. They are voracious predators in seawolf form and their fierce hatred of their former lives leads them to attack ships and sailors. Seawolves can be encountered in any aquatic environment. They first appeared in the **AD&D Monster Manual II**.

Lycanthrope, Seawolf

Medium humanoid (shapechanger), neutral evil

Armor Class 10 in humanoid form, 12 (natural armor) in seawolf form

Hit Points 135 (18d8 + 54)

Speed 30 ft., swim 50 ft.

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

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 5 (1800 XP)

Amphibious. The seawolf can breathe in air and water.

Shapechanger. The seawolf can use its action to polymorph into seawolf form, or back into its true form of a humanoid. It gains swim speed, Amphibious trait, and bite and tail slap attacks in seawolf form. It reverts to its true form when it dies.

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

Actions

Multiattack. The seawolf makes two longsword attacks in humanoid form, or one bite and one tail slap in seawolf form.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage. If the target is a creature, it must succeed at a DC 14 Strength save or be knocked prone.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) bludgeoning damage.

Mobat

Mobats are large bats possessed of a dim intelligence and vaguely evil drive to acquire shiny objects. They have a piercing screech that disorients prey, allowing them to deliver wicked bites without fear of retaliation.

Mobats are encountered underground, in tropical and temperate climes. They first appeared in module **S4 The Lost Caverns of Tsojcanth**.

Mobat

Large monstrosity, neutral evil

Armor Class 17

Hit Points 60 (8d10 + 16)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	4 (-3)	10 (+0)	6 (-2)

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Anticipatory Defense. The mobat's armor class is 13 + Dexterity modifier.

Echolocation. The mobat can't use its blindsight when deafened.

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

Actions

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

Screech (Recharge 5-6). The mobat emits an ear piercing screech over a 20 foot radius. Each creature in the area must succeed at a DC 12 Constitution save or be stunned until the end of their next turn. Mobats are unaffected by their own screech and the screech of other mobats.

Pyrohydra

The pyrohydra is a variant of the normal hydra that favors hot locations. It has a reddish colored hide that is fully fireproof, and every head can spit fire at foes.

The pyrohydra is encountered in deserts and volcanic areas. It first appeared in the **AD&D Monster Manual**.

Pyrohydra

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

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

Saving Throws Str +9, Con +9

Skills Perception +9

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 19

Languages -

Challenge 13 (10000 XP)

Multiple Heads. The pyrohydra has ten heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all of its heads die, the pyrohydra dies. At the end of its turn, it grows one head for each head that died since its last turn, unless it has taken acid damage since its last turn. The hydra regains 15 hit points for each head regrown.

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

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

Actions

Multiattack. The pyrohydra makes as many bite attacks or Spit Fire attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) fire damage.

Spit Fire. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 17 (5d6) fire damage.

Whisper Spider

A whisper spider is a huge spider so named for its ability to move extremely quietly. It favors attacking solitary prey via ambush.

The whisper spider can be encountered in temperate or tropical wilderness, or underground. It first appeared in the module **The Gates of Firestorm Peak**.

Whisper Spider

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Dex +6

Skills Perception +4, Stealth +9

Senses darkvision 120 ft., passive Perception 14

Languages -

Challenge 6 (2300 XP)

Spider Climb. The whisper spider can climb difficult surfaces, even upside down, without making an ability check.

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

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 24 (7d6) poison damage. The target must make a DC 14 Constitution saving throw. On a failure the target is poisoned for 1 hour. While poisoned, the target is also paralyzed.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* Target is restrained by the webbing. On its turn, the target may use an action to make a DC 15 Strength check, bursting the webbing on a success.

Plants

Blood Sipper Pod

The blood sipper plant grows pods that house a "toothy" maw tethered to the pod. The maw can move up to 20 feet away from the pod to attack a target.

The blood sipper can be encountered where plant growth is abundant, particularly swamps, marshes, and rain forests. They first appeared in the module **The Gates of Firestorm Peak**.

Blood Sipper Pod

Medium plant, unaligned

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 20 ft.

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

Condition Immunities blinded, deafened

Senses tremorsense 20ft. (blind beyond that range), passive Perception 9

Languages -

Challenge 1/2 (100 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and attaches to target. While attached, it automatically drains 6 (1d8 + 2) hit points on its turn. The target can dislodge the pod with a DC 12 Strength check.

Giant Sundew

The giant sundew is a carnivorous plant that appears to be a 4 foot diameter pile of greenish, tar-covered rags or ropes. The area around the giant sundew will smell sickly sweet. It lashes out with tendrils to immobilize prey and slowly dissolve it with sticky, acidic secretions.

It is encountered anywhere plant life thrives. It first appeared in module **A1 Slave Pits of the Undercity**.

Giant Sundew

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 5 ft.

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

Damage Resistances fire, piercing

Condition Immunities blinded, deafened, prone

Senses tremorsense 10ft. (blind beyond that range), passive Perception 10

Languages -

Challenge 4 (1100 XP)

Actions

Multiattack. The giant sundew makes four melee attacks. It has hundreds of tendrils, so tendrils currently restraining targets do not diminish the number of attacks it can perform.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) acid damage and target is restrained. As an action, a restrained target can make a DC 12 Strength or Dexterity check to break loose from a tendril. The target can also use an action to pour alcohol or vinegar on the tendril, which automatically removes it. A restrained target takes 3 (1d6) acid damage for each attached tendril at the beginning of its turn. One creature can have a maximum of 6 tendrils attached at one time.

Undead

Centaur Mummy

A centaur mummy is exactly that - a mummified centaur. It's just as hostile as a humanoid mummy.

They first appeared in module **C1 The Hidden Shrine of Tamoachan**.

Centaur Mummy

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	6 (-2)	13 (+1)	12 (+1)

Saving Throws Wis +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Olmen

Challenge 4 (1100 XP)

Actions

Multiattack. The centaur mummy makes one attack with its spear and one with its rotting hooves, or uses Dreadful Glare and makes one attack with its rotting hooves.

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

Rotting Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** (2d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic

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

hours.

Cryptknight

A cryptknight is a person who died at the exact moment time stopped, usually via magical means. The nature of their death in the absence of time turns them into a kind of undead.

Cryptknights are encountered anywhere where time has been disrupted. They first appeared in module **I5 Lost Tomb of Martek**.

Cryptknight

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 5 (1800 XP)

Frozen in Time. The cryptknight can't be turned.

Frightful Aura. Any living creature approaching within 10 feet of the cryptknight must succeed at a DC 13 Wisdom saving throw or be frightened for 1 minute.

Actions

Multiattack. The cryptknight makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 4) slashing damage.

Crypt Thing

The crypt thing is a guardian created by ritual, and tasked with removing tomb robbers before they can plunder the tomb. It has the ability to teleport intruders away from the tomb it guards.

The crypt thing can be encountered in tombs, crypts, mausoleums, and the like. It first appeared in the **AD&D Fiend Folio**.

Crypt Thing

Medium undead, neutral

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60ft., passive Perception 15

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The crypt thing makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage

Mass Teleport (2/day). The crypt thing can teleport up to 10 creatures it can see within 60 feet, to a location of its choosing within 1 mile. The location can't be inside solid material, but can be higher than ground level. Targets must succeed at a DC 14 Wisdom saving throw to avoid the effect.

Giant Skeleton

Giant skeletons are created by a series of spells that enlarge a normal skeleton and set a fire eternally burning inside its rib cage. They are usually armed with large swords, spears, or polearms.

They can be encountered anywhere. They first appeared in the **Monstrous Compendium Ravenloft Appendix**.

Giant Skeleton

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Senses darkvision 120ft., passive Perception 9

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

Challenge 4 (1100 XP)

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Fireball (Recharge 6). The giant skeleton throws a fireball with a range of 150 feet, that explodes in a 20 foot radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Glass Pirate

Glass pirates are skeletal undead created when people die in the desert. For unknown reasons, these undead group together on wind-blown sand ships and scour the desert, looking for victims. The victims are usually staked out in the desert and left to die, perhaps in hope of creating more undead like them.

Glass pirates are encountered in any desert. They first appeared in module **I5 Lost Tomb of Martek**.

Glass Pirate

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, telepathy 60 ft.

Challenge 2 (450 XP)

Hypnotic Stare. As an action, the glass pirate gazes into the eyes of one creature. That creature must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the glass pirate's next turn.

Actions

Multiattack. The glass pirate makes two scimitar attacks.

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

Skeleton Warrior

Skeleton warriors are the animated remains of great warriors controlled by a golden circlet. Skeleton warriors can be encountered anywhere. They first appeared in the **AD&D Fiend Folio**.

Skeleton Warrior

Medium undead, neutral evil

Armor Class 18 (plate armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

Skills Insight +6, Perception +10

Damage Resistances cold, lightning, necrotic

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

Condition Immunities exhausted, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Common

Challenge 10 (7200 XP)

Bound to the Circlet. The skeleton warrior is bound to a control circlet. Anyone donning the circlet can attempt to control the warrior as an action. It must make a DC 15 Wisdom save to resist control, and may not use its Legendary Resistance to succeed. It remains controlled until the wearer moves more than 250 feet away from it, or takes off the circlet. If uncontrolled, it attempts to slay anyone holding the circlet. If it gains the circlet, it and the circlet turn to dust. It can always sense the location of its circlet regardless of distance.

Legendary Resistance (1/day). If the skeleton warrior fails a saving throw, it can choose to succeed instead.

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

Turn Immunity. The skeleton warrior is immune to effects that turn undead.

Actions

Multiattack. The skeleton warrior makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. The skeleton warrior gains +2 to attack and damage rolls (already factored in).

Frightful Presence. As an action, the skeleton warrior can force all creatures it chooses within 60 feet to make a DC 14 Wisdom save. Creatures that fail the save are frightened for 1 minute. Creatures that succeed are immune to that skeleton warrior's Frightful Presence for 24 hours.

Slow Shadow

Slow shadows are a variant of the normal undead shadow, but no one knows how they came about. They attack by attaching to living creatures and draining their life energy.

They can be encountered anywhere. They first appeared in the module **WG5 Mordenkainen's Fantastic Adventure**.

Slow Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Actions

Slow Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage and target is restrained (Constitution save DC 12 to resist).

Spectral Minion

Spectral minions are created by the restless souls of humanoids that died before fulfilling a vow or oath. The power of that oath keeps them from straying from the area where they died, unless the oath is fulfilled.

Spectral minions can be encountered anywhere. They first appeared in module **I5 Lost Tomb of Martek**.

Spectral Minion

Medium undead, any alignment

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 0 ft., fly 40 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

Actions

Ghostly Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Swarm of Animal Skeletons

Animal skeletons are the animated bones of small animals like raccoons, opossums, rats, foxes, squirrels, and rabbits.

Animal skeletons can be encountered anywhere. They first appeared in module **L1 The Secret of Bone Hill**.

Swarm of Animal Skeletons

Medium swarm of Tiny undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Resistances piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

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

Actions

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

Hit: 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half of its hit points or less.