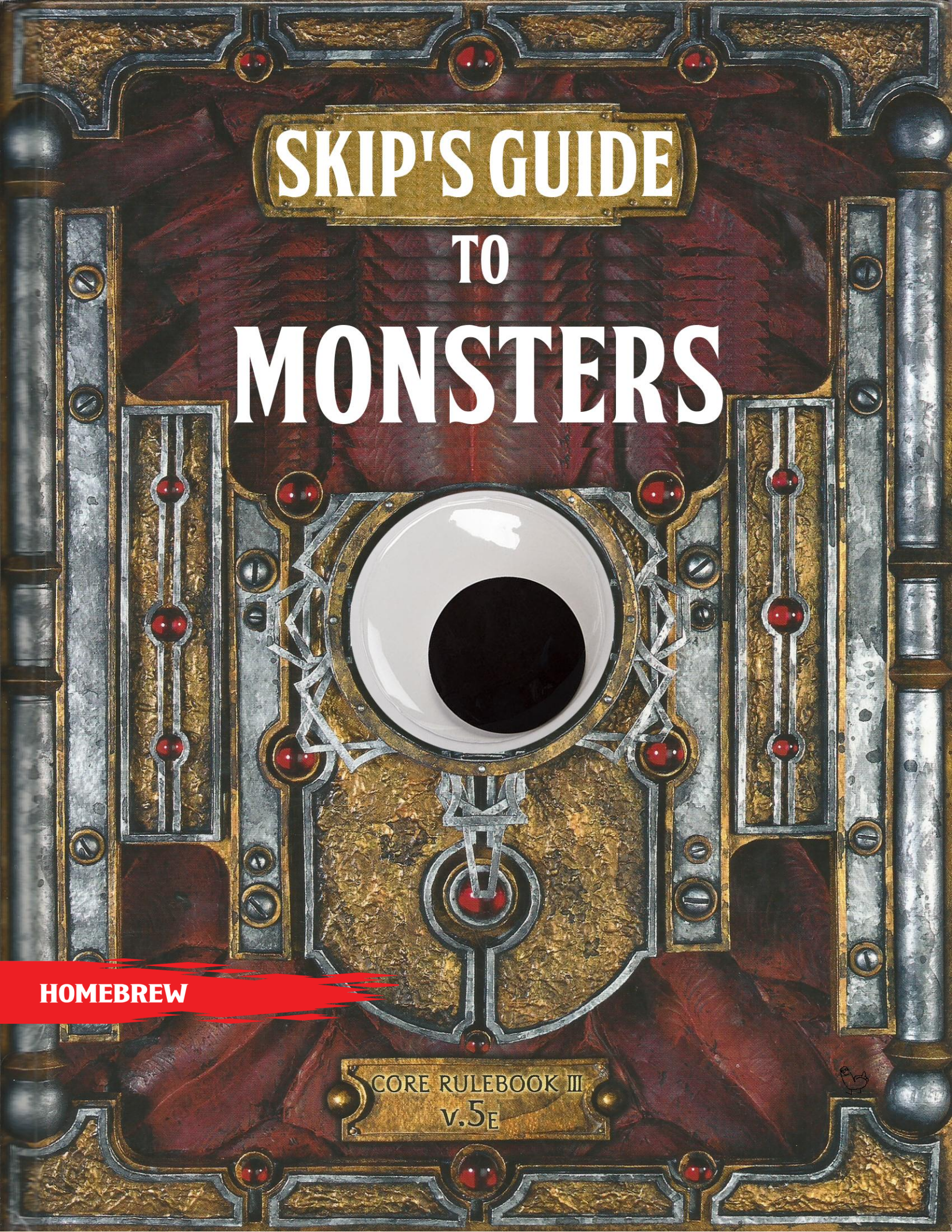




SKIP'S GUIDE TO MONSTERS

HOME BREW

CORE RULEBOOK III
v. 5E

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SKIP'S GUIDE TO MONSTERS

This guide is a conversion of various monsters from the 3e/3.5e books *Monster Manual* and *Fiend Folio* that didn't make the cut for 5e yet. I'm also converting several monsters that weren't quite faithful in their official conversions to 5e, with the intention that, if that monster was used in a 3e adventure, my conversion would be appropriate for the adventure where the official version isn't.

This isn't a proper sourcebook, homebrew or not. None of the monsters in this guide are of my own creation and reprinting the lore that others have written is impolite at best. Ideally this guide should be used in conjunction with the books that these creatures were originally printed in. In place of lore are my thoughts and justification of the conversion process.

I'm not converting everything word-for-word. There are many design conventions in 5e which do not match those of previous editions, especially concerning damage or condition immunities and resistances, nonabilities, and innate spellcasting. When converting these monsters I'll be removing those abilities where appropriate to make them feel more like 5e monsters and less like obvious conversions of ADnD/3.5e monsters.

ABOLETH, MAGE

Some aboleths take up the study of magic to enhance their powers of domination. I decided not to increase their hit points; similar wizard-variant creatures, such as Blagothkus from *HotDQ*, don't get a hit point increase or even lose hit points.

VARIANT: ABOLETH MAGE

An aboleth mage is an ordinary aboleth with a challenge rating of 11 (7,200 XP) and the ability to cast spells as a wizard. The following trait is appropriate for an average aboleth mage. Other aboleth mages might have different spells prepared, or cast spells as a wizard of a higher or lower level.

Spellcasting. The aboleth is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The aboleth has the following wizard spells prepared:

Cantrips: *mage hand*, *message*, *prestidigitation*, *ray of frost*
1st level (4 slots): *charm person*, *detect magic*, *magic missile*, *shield*
2nd level (3 slots): *blur*, *darkness*, *see invisibility*
3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*
4th level (3 slots): *greater invisibility*, *phantasmal killer*
5th level (2 slots): *hold monster*, *scrying*

ACHAIERAI

Achaierai are four-legged flightless avian creatures from the plane of Acheron. They can release a toxic black cloud that confuses targets.

I was divided on whether the achaierai should be a fiend or a monstrosity. I went with fiend, since they're evil Outsiders in 3.5e and that would retain their interaction with spells that affect extraplanar creatures. I dropped their Charisma score; in 3.5e most Outsiders have higher Charisma just for being outsiders, but achaierai don't really seem like skilled negotiators and lack any spell-like abilities. I also dropped their Spell Resistance.

ACHAIERAI

Large fiend, neutral evil

Armor Class 15 (natural armour)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages Infernal
Challenge 4 (1,100 XP)

Actions

Multitattack. The achaierai makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Black Cloud (3/Day). The achaierai releases a cloud of toxic black smoke. Each creature within 10 feet of the achaierai must succeed on a DC 12 Constitution saving throw or it takes 7 (2d6) poison damage and can't take reactions for 1 minute. The target can't move, and on each of its turns it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ALLIP

Allip are wraith-like undead creatures spawned from creatures driven to suicide by madness. Their touch drains Wisdom like a Shadow drains Strength, and their babbling hypnotizes nearby creatures.

ALLIP

Medium undead, neutral evil

Armor Class 12

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	11 (+0)	11 (+0)	11 (+0)	17 (+3)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Babble. An allip constantly mutters to itself. All sane creatures that start their turn within 60 feet of the Allip or enter the area for the first time on their turn and can hear the allip must succeed on a DC 13 Wisdom saving throw or be incapacitated and unable to move for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the allip's Babble for the next 24 hours.

Incorporeal Movement. The allip 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

Wisdom Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

ANGEL

While the Planetary and Solar in the 5e Monster Manual might represent an average angel, some angels might have the ability to cast spells as high-level Clerics.

Additionally, angels can be of any good alignment, and do not tend towards law.

VARIANT: ANGEL SPELLCASTING

Some angels have the ability to cast divine spells as a cleric. These angels have a challenge rating of 17 (18,000 XP) (if they are a planetary) or 22 (41,000 XP) (if they are a solar). They can prepare spells from the Light, Tempest, and War domains as if they were cleric spells. The following trait is appropriate for an average spellcasting angel; other angels might have different spells prepared, though this might affect their challenge rating.

Spellcasting. The angel is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks for a planetary; spell save DC 22, +14 to hit with spell attacks for a solar). The angel has the following cleric spells prepared:

Cantrips: guidance, light, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): bless, command, guiding bolt, sanctuary, shield of faith

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

3rd level (3 slots): daylight, dispel magic, mass healing word, remove curse

4th level (3 slots): banishment, death ward

5th level (3 slots): greater restoration, mass cure wounds

6th level (1 slots): heal, heroes' feast

7th level (1 slots): conjure celestial, divine word

8th level (1 slots): earthquake, holy aura

9th level (1 slots): mass heal

ARANEA

Aranea are arachnoid shapeshifters similar to lycanthropes. They also have a small amount of sorcerous ability.

ARANEA

Medium monstrosity (shapeshifter), neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 50 ft. (30 ft. in humanoid or hybrid form), climb 25 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 XP)

Shapechanger. The aranea can use its action to polymorph into a Medium spider-humanoid hybrid or into a Small or Medium humanoid, or back into its true form, which is that of a Medium spider. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The aranea is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The aranea has the following sorcerer spells prepared:

Cantrips: *friends*, *minor illusion*, *poison spray*, *prestidigitation*

1st level (3 slots): *charm person*, *magic missile*, *silent image*, *sleep*

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

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

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The aranea makes two attacks, only one of which can be a bite.

Bite (Spider or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

ARCHON

Archons are a type of celestial which exemplify the Lawful Good alignment. There are three major types of archon: the lantern archon, hound archon, and trumpet archon.

I removed a few special abilities common to archons: petrification immunity was removed from many similar creatures, such as dragons; the angels also lost their *magic circle against evil*; basically none of the creatures that used to have *greater teleport* at will have it anymore. I've simplified Aura of Menace into a Frightening Presence-style action option for Hound and Trumpet Archons; I don't see what's so menacing about a fuzzy ball of light. I've removed their innate spellcasting, since it didn't have anything very special in it.

I increased the Lantern Archon's Strength to 3, since 1 Str is basically 5e's version of a nonability. I changed their size from Small to Tiny to make them more appropriate as familiars.

I removed the Hound Archon's natural weapons, since it doesn't seem very noble for a hound archon to be biting at foes. I decided that the Hound Archon Hero would work best as a variant creature; I was a bit upset that the hero's attack and skill bonuses weren't getting increased along with its proficiency bonus, but there's a precedence for not doing so in published adventures, and doing so would make the variant too complicated.

LANTERN ARCHON

Tiny celestial, lawful good

Armor Class 10
Hit Points 5 (2d4)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	10 (+0)	6 (-2)	11 (+0)	10 (+0)

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

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 1/8 (25 XP)

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

Actions

Light Ray. Ranged Spell Attack: +2 to hit, range 30 ft., one target. *Hit:* 3 (1d6) radiant damage.

HOUND ARCHON

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

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

Skills Insight +3, Perception +3

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

Senses darkvision 60 ft., passive Perception 13

Languages all

Challenge 4 (1,100 XP)

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

Actions

Mutliattack. The archon makes two melee weapon attacks.

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

Menace. A righteous aura surrounds the archon. Each creature of the archon's choice within 20 feet of the archon must succeed on a DC 11 Charisma saving throw or become frightened for 1 hour. The frightened condition ends if the archon dies, the creature hits the archon with an attack, or the archon is out of sight for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archon's Menace for the next 24 hours.

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

VARIANT: HOUND ARCHON HERO

Some hound archons have advanced martial training and righteous magic. These archons have a challenge rating of 8 (3,900 XP) and the following adjustments to their statblock:

- The archon has 104 (16d8 + 32) hit points.
- The archon's Charisma score is 16 (+3).
- The archon can attack three times when it uses the Multiattack action.
- The archon deals an additional 9 (2d8) radiant damage when it hits with a weapon attack.

Spellcasting. The archon is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The archon has the following paladin spells prepared:

1st level (4 slots): *cure wounds*, *detect evil and good*, *divine favor*, *thunderous smite*
2nd level (3 slots): *branding smite*, *lesser restoration*, *magic weapon*

TRUMPET ARCHON

Medium celestial, lawful good

Armor Class 16 (natural armour)

Hit Points 142 (15d8 + 75)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Skills Perception +8, Performance +8

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

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 13 (10,000 XP)

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

Spellcasting. The archon is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The archon has the following cleric spells prepared:

Cantrips: *light*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *bless*, *command*, *guiding bolt*, *shield of faith*
2nd level (3 slots): *aid*, *hold person*, *spiritual weapon*
3rd level (3 slots): *daylight*, *dispel magic*, *mass healing word*
4th level (3 slots): *banishment*, *death ward*
5th level (2 slots): *dispel evil and good*, *mass cure wounds*
6th level (1 slots): *heal*
7th level (1 slots): *divine word*

Trumpet. The archon carries a large trumpet. While holding the trumpet, the archon can take the Paralyzing Awe action by blowing it. As a bonus action, the archon can magically transform the trumpet into a greatsword. Attack rolls made with the greatsword are magical, and the weapon deals an additional 27 (6d8) radiant damage when the archon hits with it. If the trumpet is stolen, it becomes a chunk of useless metal until the archon recovers it.

Actions

Multiattack. The archon can use its Menace; it then makes three melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 27 (6d8) radiant damage.

Menace. A righteous aura surrounds the archon. Each creature of the archon's choice within 20 feet of the archon must succeed on a DC 16 Charisma saving throw or become frightened for 1 hour. The frightened condition ends if the archon dies, the creature hits the archon with an attack, or the archon is out of sight for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archon's Menace for the next 24 hours.

Paralyzing Awe. The archon's trumpet produces beautiful music. Each creature of the archon's choice within 100 feet of the archon must succeed on a DC 16 Wisdom saving throw or be paralyzed. The target can repeat the save at the end of each of its turns, ending the paralyzed condition on itself on a success.

ARROWHAWK

Arrowhawks are strange bird-like creatures from the Elemental Plane of Air. They have a bite attack, and can fire a ray of electricity.

JUVENILE ARROWHAWK

Small elemental, neutral

Armor Class 15
Hit Points 27 (6d6 + 6)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	12 (+1)	10 (+0)	13 (+1)	13 (+1)

Skills Perception +5
Damage Resistances cold, fire
Damage Immunities acid, lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Auran
Challenge 2 (450 XP)

Dive Attack. If the arrowhawk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

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

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Electricity Ray. *Ranged Spell Attack:* +7 to hit, range 50 ft., one target. *Hit:* 9 (2d8) electricity damage.

I decided to let them use Dexterity on their spell attack, which is a little unusual. But that's how it worked in 3.5e, and the arrowhawk lacks any high mental scores to use instead.

ADULT ARROWHAWK

Medium elemental, neutral

Armor Class 15
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	15 (+2)	10 (+0)	13 (+1)	13 (+1)

Skills Perception +5
Damage Resistances cold, fire
Damage Immunities acid, lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Auran
Challenge 4 (1,100 XP)

Dive Attack. If the arrowhawk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

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

Actions

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

Electricity Ray. *Ranged Spell Attack:* +7 to hit, range 50 ft., one target. *Hit:* 13 (3d8) electricity damage.

ELDER ARROWHAWK

Large elemental, neutral

Armor Class 15
Hit Points 133 (14d10 + 56)
Speed 0 ft., fly 60 ft.

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

Skills Perception +7
Damage Resistances cold, fire
Damage Immunities acid, lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Auran

Challenge 7 (2,900 XP)

Dive Attack. If the arrowhawk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Electricity Ray. *Ranged Spell Attack:* +8 to hit, range 50 ft., one target. *Hit:* 18 (4d8) electricity damage.

ATHACH

Athaches are misshapen giants with a third arm extending from the center of their chest. Their bite is poisonous.

Like with ettercaps, I decided to change their type from aberration to something more appropriate; in this case, giant. If you disagree, it's a simple change to make. I reduced their Strength score from 26 to 23; they were as strong as a stone giant in 3.5e, and stone giants have 23 strength in 5e.

Their CR had to be increased by a couple points; that's just what happens with a creature with four attacks, huge weapons, and 23 Strength.

ATHACH

Huge giant, chaotic evil

Armor Class 13 (hide armour)
Hit Points 161 (14d12 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	7 (–2)	12 (+1)	6 (–2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 10 (5,900 XP)

Actions

Multiattack. The athach makes four attacks: one with its bite and three with its morningstars.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) poison damage.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

BARGHEST, GREATER

According to 5e lore, a barghest returns to Gehenna to serve its masters when it has consumed 17 goblinoid souls. A greater barghest in this context would be a barghest that has completed this task and returned to Gehenna, which the PCs either encounter there or summoned onto the Material Plane.

Barghests were given a significant power boost upon conversion to 5e, so greater barghests likewise needed a power boost. In 3.5e barghests were Medium-sized and greater barghests were Large; since barghests are Large in 5e, it made sense to make greater barghests Huge.

You might decide to have Barghests tend towards lawful evil, as they did in 3.5e. Additionally, they did not have the Fire banishment trait; if you want more faithful Barghests, removing that trait is an option which does not affect the barghest's challenge rating. Additionally, such barghests speak Worg in addition to their other languages.

GREATER BARGHEST

Huge fiend, neutral evil

Armor Class 18 (natural armour)
Hit Points 133 (14d12 + 42)
Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	17 (+3)	17 (+3)	16 (+3)	18 (+4)

Skills Deception +8, Intimidation +8, Perception +11, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 21
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Shapechanger. The barghest can use its action to polymorph into a Large goblinoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 10 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

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

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *levitate*, *minor illusion*, *pass without trace*
1/day each: *charm person*, *dimension door*, *enlarge/reduce* (enlarge only, 5 targets), *invisibility* (6th-level), *suggestion*

Actions

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

Bite. *Melee Weapon Attack* (true form only): +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

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

VARIANT: BARGHEST WOLF FORMS

Some barghests are able to take the form of a wolf as well as a goblinoid. In this form, barghests can bite but lose their claw attack. barghests take the form of a Medium wolf, while greater barghests take the form of a Large dire wolf.

ABYSSAL GREATER BASILISK

Large fiend, chaotic evil

Armor Class 15 (natural armour)
Hit Points 209 (22d10 + 88)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	18 (+4)	6 (−2)	8 (−1)	7 (−2)

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 10 (5,900 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage plus 14 (4d6) poison damage.

BASILISK, GREATER ABYSSAL

Abyssal Greater Basilisks are a larger variant of the Basilisk that hail from the abyss.

BELKER

Belkers are evil creatures of elemental air. Their primary attack is to be inhaled by an enemy and rip them apart from the inside.

BELKER

Large elemental, neutral evil

Armor Class 15
Hit Points 60 (8d10 + 16)
Speed 30 ft., fly 50 ft. (hover)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 3 (700 XP)

Smoke Form. The belker can use a bonus action to enter a smoke form, or return to its solid form. While in smoke form, the belker can enter a hostile creature's space and stop there, and can move through a space as narrow as 1 inch wide without squeezing.

If a creature starts its turn in the belker's space, it must succeed on a DC 15 Constitution saving throw or inhale part of the belker. The belker solidifies this part into a claw, which rips at the creature from the inside dealing 7 (3d4) slashing damage. The target must repeat the save at the end of each of its turns, taking another 7 (3d4) slashing damage on a failed save, and ending the effect on itself on a successful one.

Actions

Multiattack. The belker makes two attacks: one with its claws and one with its wings.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

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

BLINK DOG

Some blink dogs might have the following trait, which is a rough emulation of the *blink* ability possessed by Blink Dogs in 3.5e:

Ethereal Jaunt. As a bonus action, the blink dog can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

CELESTIAL CREATURE

A celestial creature is like a normal creature, but is from one of the upper planes. I decided to let them retain the usual celestial damage resistances; if you don't like that (for example, because angels don't get those damage resistances anymore), you might remove all but the radiant resistance.

CELESTIAL TEMPLATE

A creature with origins in the upper planes is similar to a member of that species from the Material Plane, with the following adjustments:

Resistances The creature is resistant to acid, cold, lightning, and radiant damage.

Senses The creature gains darkvision with a radius of 60 ft.

CHAOS BEAST

The chaos beast is an ever-changing creature from Limbo that transforms other creatures into more of its own.

In 3.5e the chaos beast had low HP and damage for its CR because Corporeal Instability was just so powerful. I decided to try to keep its CR at least 5 or higher, so I had to increase its physical ability scores, damage die, HP, etc.

In 3.5e getting hit with Corporeal Instability is a death sentence without a *restoration* spell; an affected creature can temporarily stave off the effects with a Charisma check, but there's no way to permanently remove it without a spell. This isn't the sort of thing that happens in 5e, for better or worse, so I allowed a save each round to end the effect. In addition, I decided to have the effect deal psychic damage each round, and cause a creature reduced to 0 hit points while unstable become a chaos beast.

CHIMERA

Some chimeras might have a dragon head of a colour other than red. The following table lists the damage types and areas for the breath weapons for the various basic chromatic dragon varieties. The damage is the same for all types. All lines are 5 feet wide.

CHIMERA BREATH WEAPONS

1d10	Head Colour	Breath Weapon
1-2	Black	30-foot line of acid
3-4	Blue	30-foot line of lightning
5-6	Green	15-foot cone of poison
7-8	Red	15-foot cone of fire
9-10	White	15-foot cone of cold

CHAOS BEAST

Medium aberration, chaotic neutral

Armor Class 15 (natural armour)

Hit Points 90 (12d8 + 36)

Speed 20 ft.

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

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Unstable Form. The chaos beast's form constantly shifts. If an effect changes the chaos beast's form (such as petrification or the *polymorph* spell), it reverts to its usual, unstable form at the start of its next turn.

Actions

Multiattack. The chaos beast slams twice.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (chaos beast's choice). If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become a spongy, amorphous mass. The creature drops whatever it is holding. The creature takes 13 (2d12) psychic damage at the start of each of its turns and uses its action to make a melee attack against a randomly determined creature within range. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

If a creature rendered amorphous by this ability is reduced to 0 hit points, it becomes a chaos beast.

DELVER

Delvers are huge, bizzare subterranean creatures. They are covered in corrosive slime.

DELVER

Huge aberration, neutral

Armor Class 19 (natural armour)

Hit Points 161 (14d12 + 70)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	21 (+5)	14 (+2)	14 (+2)	12 (+1)

Damage Immunities acid

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Terran, Undercommon

Challenge 8 (3,900 XP)

Corrosive Slime. A creature that touches the delver immediately takes 7 (2d6) acid damage (included in the attack), and then takes an additional 7 (2d6) acid damage at the start of its next turn. The delver's acid deals maximum damage against creatures made of stone.

Actions

Multiattack. The delver slams twice.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 7 (2d6) acid damage.

DEMON

Many outsiders have the ability to cast *greater teleport* at will in 3.5e. However, in 5e not even Pit Fiends and Balors have access to unlimited teleportation, and there isn't even an equivalent to *greater teleport/teleport without error*. If you want to do your best to implement this into 5e, I would grant Babau, Balors, Chasme, Glabrezu, Hezrou, Mariliths, Nalfeshnee, Succubi/Incubi, Vrocks, Barbed Devils, Bearded Devils, Bone Devils, Erinyes Devils, Horned Devils, Ice Devils, Pit Fiends, Lantern Archons, Hound Archons, Trumpet Archons, and Ghaele Eladrins the following trait. If the creature already has the Innate Spellcasting trait, add *teleport* (self only) to its list of at-will spells. If the creature has the Teleport action, it is effectively replaced by this ability and should be removed; you don't need to be able to teleport 120 feet if you can teleport halfway across the world.

Innate Spellcasting. The creature can innately cast *teleport* (self only), requiring no material components. Its spellcasting ability is Charisma.

DEMON, BALOR

Some balors cast spells innately, and have the following trait. It does not affect the balor's challenge rating.

Innate Spellcasting. The balor's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *confusion*, *dispel magic*, *dominate monster*, *telekinesis*

1/day each: *fire storm*

DEMON, BEBILITH

Bebiliths are huge, spider-like demons that hunt mortals and other demons. They are not tanar'ri, and thus exist outside of normal demon "society". Their bite is poisonous (and unlike that of a normal spider, it deals Constitution damage instead of Strength), and their claws can rip the armour off of opponents.

DEMON, DRETCH

Even some dretch have some small magical ability, and have the following trait. It does not affect the dretch's challenge rating.

Innate Spellcasting (1/Day). The dretch can innately cast *stinking cloud* (spell save DC 6), requiring no material components. Its spellcasting ability is Charisma.

DEMON, HEZROU

Some hezrou can become gaseous in order to escape combat or sneak into fortified areas. They have the following trait, which does not affect their challenge rating:

Innate Spellcasting (3/Day). The hezrou can innately cast *gaseous form* (self only), requiring no material components. Its spellcasting ability is Charisma.

DEMON, MARILITH

Some mariliths can cast some spells, and some can even change shape. These mariliths have the following trait and/or action option, neither of which affect the marilith's challenge rating:

Innate Spellcasting. The marilith's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *blade barrier*, *telekinesis*

1/day each: *polymorph*

Change Shape. The marilith polymorphs into a Small or Medium humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (marilith's choice).

In its new form, the marilith retains its alignment and hit points, its Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

BEBILITH

Huge fiend, chaotic evil

Armor Class 17 (natural armour)

Hit Points 195 (17d12 + 85)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	11 (+0)	13 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages understands Abyssal but can't speak, telepathy 120 ft. (works only with bebiliths)

Challenge 11 (7,200 XP)

Innate Spellcasting. The bebilith can innately cast *plane shift* (self only), requiring no material components. Its spellcasting ability is Charisma.

Rend Armour. If the bebilith hits an armour-wearing creature with two claw attacks in a single turn, it rends the creature's armour, which takes a permanent and cumulative –2 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 21 (6d6) poison damage.

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

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DEMON, RETRIEVER

Retrievers are demonic constructs which resemble metallic bebiliths. They shoot *lasers* from their fricken' eyes, man.

Demon robots with eye lasers. So cool.

RETRIEVER

Huge construct, chaotic evil

Armor Class 20 (natural armour)

Hit Points 161 (14d12 + 70)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	21 (+5)	3 (–4)	11 (+0)	1 (–5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 13 (10,000 XP)

Find Target. The retriever knows the distance to and direction of any creature or object it has been ordered to find, even if they are on different planes of existence.

Actions

Multiattack. The retriever makes six attacks: one with its bite, four with its claws, and one with its eye rays.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the retriever can't use its bite against another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 7) slashing damage.

Eye Rays. The retriever shoots one of the following magical eye rays at a creature it can see within 90 feet of it.

1. **Fire Ray.** The target must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much on a successful one.

2. **Cold Ray.** The target must make a DC 16 Dexterity saving throw, taking 42 (12d6) cold damage on a failed save, or half as much on a successful one.

3. **Electricity Ray.** The target must make a DC 16 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much on a successful one.

4. **Petrification Ray.** The targeted creature must make a DC 16 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

GLABREZU WISHES

Some glabrezu have the ability to grant wishes to mortals. When such a glabrezu grants a wish, it can't do so again for 1 month. To be granted a wish, a creature within 60 feet of the glabrezu states a desired effect to it. The glabrezu can then cast the *wish* spell on the creature's behalf to bring about the effect. Unless the *wish* is used to create pain and suffering, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

DEMON, NALFESHNEE

Some nalfeshnees can cast spells innately, and have the following trait which does not affect their challenge rating:

Innate Spellcasting. The nalfeshnee's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *call lightning*, *dispel magic*

3/day each: *slow*

1/day each: *feeblemind*

DEMON, SUCCUBUS

In 3.5e, Succubi/Incubi are tanar'ri demons, not merely non-specific fiends. If you wish to keep this in 5e, it's as easy as adding (demon) to their list of subtypes, granting them immunity to poison damage and the poisoned condition, and granting them the Magic Resistance trait (I don't really need to reprint it here, do I?). And, of course, their alignment is chaotic evil, not neutral evil.

Some succubi have the ability to read minds, like a doppelganger does. All of the other Succubi spell-like abilities have already been converted, so I figured this was appropriate for bringing in the last one:

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

VROCK

Some vrocks can cast spells innately, and have the following trait which does not affect their challenge rating:

Innate Spellcasting. The vrock's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *telekinesis*

1/day each: *heroism*, *mirror image*

DESTRACHAN

Destrachans are evil, blind, dungeon-dwelling intelligent beasts that attack with sonic blasts. Destrachans are resistant to sonic effects; for 5e, I've represented this by resistance to Thunder damage and advantage on saving throws against becoming deafened. I've also reduced their Charisma score a bit because it made sense to.

DESTRACHAN

Large aberration, neutral evil

Armor Class 15 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	15 (+2)	8 (–1)

Skills Perception +8, Stealth +7

Damage Resistances thunder

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18

Languages understands Common but can't speak
Challenge 5 (1,800 XP)

Echolocation. The destrachan can't use its blindsight while deafened. It has advantage on saving throws against being deafened.

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

Actions

Multiattack. The destrachan attacks twice with its claws.

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

Destructive Harmonics. The destrachan blasts sonic energy in either a 90-foot cone or a 30-foot radius (destrachan's choice). All targets within the area are subject to one of the following effects:

- **Flesh.** All creatures must make a DC 14 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Nerves.** All creatures must make a DC 14 Constitution saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, it is unconscious but stable.
- **Material.** The destrachan chooses wood, stone, metal, or glass. All objects of that material take 20 thunder damage.

DERRO: DEATH BY SUNLIGHT

Sunlight is poison to Derro, and being exposed to it for a long period of time is fatal. Every hour the derro is exposed to sunlight, the Derro takes 5 radiant damage that cannot be reduced by any means, and the derro's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the derro takes a long rest in darkness. The derro dies if this damage reduces its hit point maximum to 0.

DEVILS

So, CRs for devils got completely messed up in 5e, ~~and it would be way too involved to try to bring them back in order.~~ Just look at the following table:

DEVIL RANKING BY CR

3.5e	5e
Pit Fiend (20)	Pit Fiend (20)
Malebranche (16)	Gelugon (14)
Gelugon (13)	Erinyes (12)
Hamatula (11)	Malebranche (11)
Osyluth (9)	Osyluth (9)
Erinyes (8)	Kyton (8)
Kyton (6)	Hamatula (5)
Barbazü (5)	Barbazü (3)
Imp (2)	Imp (1)

In order to fix these, I'd need the following statblocks: a CR 15-17 Malebranche, A CR 8-9 Erinyes, and a CR 10-13 Hamatula. ~~For the purposes of balancing the other devils presented in the 3.5e Monster Manual, I'll pretend like those statblocks already exist.~~ Ugh I hate myself.

Baatezu devils were resistant to acid damage in 3.5e, and you might decide to carry this into 5e as well. They speak Celestial and Draconic in addition to Infernal. All devils but chain devils, hellcats, and imps are baatezu; lemures are baatezu, but they still only understand Infernal.

DEVIL, CHAIN

Chain devils are not Baatezu and do not have a few of the traits common to that race. Chain devils are immune to cold, but not fire, poison, or the poisoned condition (nor are they resistant to acid, if you're using my variant). They can't see in magical darkness, they are not telepathic, and they speak Common in addition to Infernal.

DEVIL, ERINYES

This statblock represents an average Erinyes; you might decide to use the one in the Monster Manual to describe an Erinyes officer. Grant such an Erinyes the Innate Spellcasting trait from this statblock, but the spell save DC is 16. Likewise, this Erinyes can also use the Rope of Entanglement variant presented with that statblock.

FURY

Medium fiend (devil), lawful evil

Armor Class 16 (natural armour)

Hit Points 90 (12d8 + 36)

Speed 20 ft., fly 60 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 8 (7,200 XP)

Innate Spellcasting. The fury'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*, *minor illusion*

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

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

Actions

Multiattack. The fury makes two melee attacks or three ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used in two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 14 (4d6) fire damage.

CORNUGON

Large fiend (devil), lawful evil

Armor Class 20 (natural armour)

Hit Points 199 (19d10 + 95)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	21 (+5)	21 (+5)	12 (+1)	16 (+3)	19 (+4)
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Saving Throws Str +12, Dex +10, Wis +8, Cha +9

Skills Deception +9, Insight +8, Intimidation +9, Perception +8, Stealth +10

Damage Resistances 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 18

Languages Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Fear Aura. Any creature hostile to the devil that starts its turn within 5 feet of the devil must make a DC 17 Wisdom saving throw, unless the devil is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the devil's Fear Aura for the next 24 hours.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

3/day each: *dispel evil and good*, *fireball*, *lightning bolt*, *major image*

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

Regeneration. The devil regains 5 hit points at the start of its turn. If the devil takes radiant damage, this trait doesn't function at the start of the devil's next turn. The devil dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The devil makes five melee attacks: four with its spiked chain and one with its tail. It can use Hurl Flame in place of any melee attack.

Spiked Chain. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (4d4 + 7) slashing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be stunned until the end of the devil's next turn.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage. If the target is a creature other than an undead or construct, it must succeed on a DC 18 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to staunch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 21 (6d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

DEVIL, HORNE

Horned devils, or ~~Malebranche~~ (I've just now realized that Horned Devils were just kind of given the Malebranche name in 5e, even though they were called Cornugons in previous editions and Malebranche were an entirely separate type of devil. Never noticed that before), are near the top of the infernal hierarchy, second only to the Pit Fiends and their duke and archduke masters. This statblock is significantly more powerful than that in the 5e Monster Manual; maybe the official is a particularly weak horned devil or just don't exist, while this one represents the average horned devil.

DEVIL, BONE

Bone devils do not have wings and fly magically, at a speed of 60 ft. (hover). Some bone devils might have wings, but they would be an exception to the norm.

Some bone devils exude a frightening aura. They have the following trait. Normally, it would affect their challenge rating, but I don't think that's necessary due to the limited range:

Fear Aura. Any creature hostile to the devil that starts its turn within 5 feet of the devil must make a DC 15 Wisdom saving throw, unless the devil is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the devil's Fear Aura for the next 24 hours.

Some bone devils can cast a spell number of spells innately:

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *fly*, *invisibility* (self only), *major image*, *wall of ice*

HAMATULA

Medium fiend (devil), lawful evil

Armor Class 18 (natural armour)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

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

Skills Deception +7, Insight +6, Perception +10

Damage Resistances 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 20

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Barbed Hide. A creature that touches the devil or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage. At the start of each of its turns, the devil deals 16 (3d10) piercing damage to any creature grappling it (this already includes the damage caused by touching the devil).

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

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *hold person*, *major image*

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

Actions

Multiattack. The devil makes three melee attacks: two with its claws and one with its tail. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 5 (1d10) piercing damage, and the target is grappled (escape DC 16).

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the start of its next turn. If a creature's saving throw is successful, the creature can't be frightened by the devil's tail for the next 24 hours.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

DEVIL, ICE

Ice devils can fly at a speed of 60 ft. (hover).

Some ice devils regenerate hit points slowly, like a troll, and have a challenge rating of 15 (13,000 XP) and the following trait:

Regeneration. The devil regains 5 hit points at the start of its turn. If the devil takes radiant damage, this trait doesn't function at the start of the devil's next turn. The devil dies only if it starts its turn with 0 hit points and doesn't regenerate.

Some ice devils exude a frightening aura. They have the following trait:

Fear Aura. Any creature hostile to the devil that starts its turn within 10 feet of the devil must make a DC 17 Wisdom saving throw, unless the devil is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the devil's Fear Aura for the next 24 hours.

Still more, some ice devils can cast a small number of spells at will:

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *ice storm*, *major image*

DEVIL, IMP

Imps are not Baatezu and do not have a few of the traits common to that race. Imps are only resistant to fire, not immune, and are not resistant to cold (nor are they resistant to acid, if you're using my variant). They can't see in magical darkness. Some can magically charm others, and have the following special trait:

Innate Spellcasting (1/Day). The imp can innately cast *suggestion* (spell save DC 12), requiring no material components. Its spellcasting ability is Charisma.

DEVIL, HELLCAT

Hellcats, or bezekira, are essentially the feline analogue to the hellhound. They are not baatezu, and do not have special traits common to that race. Hellcats are invisible in any light bright enough for a human to see, but give off a faint glow while in darkness.

HELLCAT

Large fiend (devil), lawful evil

Armor Class 14

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +8, Stealth +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 18

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 5 (1,800 XP)

Almost Invisible. The hellcat is transparant and gives off the faintest of glows. It is invisible while in any light bright enough for a human to see. In darkness, they appear as a faintly glowing outline visible up to 30 feet away.

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

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

Pounce. If the hellcat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the hellcat can make one bite attack against it as a bonus action.

Actions

Multiattack. The hellcat attacks twice with its claws.

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

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

DEVIL, PIT FIEND

Pit fiends are the mightiest of the non-unique devils. For once, 5e actually kept an Innate Spellcasting trait, though it isn't quite good enough for my tastes. Some pit fiends are capable of casting more spells, and have a CR of 22 (41,000 XP) and the following trait:

Innate Spellcasting. The pit fiend's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *dispel magic*, *fireball*, *invisibility*, *major image*

3/day each: *hold monster*, *wall of fire*

1/day each: *meteor swarm*, *power word stun*

1/year: *wish*

Some pit fiends regenerate, and have the following trait. Ordinarily it would affect the pit fiend's challenge rating, but high level PCs will almost always be able to deal some amount of radiant damage every turn, and the regeneration is so little it probably wouldn't matter anyways.

Regeneration. The pit fiend regains 10 hit points at the start of its turn. If the devil takes radiant damage, this trait doesn't function at the start of the devil's next turn. The devil dies only if it starts its turn with 0 hit points and doesn't regenerate.

DEVOURER

Devourers were changed significantly upon conversion to 5e; this is a list of changes to make to the 5e statblock to bring it more in-line with the 3.5e version.

- The Devourer is an undead, not a fiend. However, it can be affected by spells and effects which normally only affect fiends.
- When a creature dies while imprisoned within the devourer, the devourer can convert the creature into spell energy instead of the usual benefits. The devourer gains 5 charges for each Hit Die of the devoured creature. It can only have charges from one creature at a time; when a devourer gains spell charges and still has charges remaining, it chooses which charges to keep.
- The Devourer can use its action to expend 1 or more of its charges to cast one of the following spells (spell save DC 16): *chill touch* (3d8 damage, 1 charge), *confusion* (3 charges), *ray of enfeeblement* (1 charge), *suggestion* (2 charges), *true seeing* (3 charges). Its spellcasting ability is Charisma.

DIGESTER

Digesters are strange creatures which spray digestive acid out of a hose in their "head" and then slurp up the remains. They kind of look like raptors with strange-looking heads.

DIGESTER

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	4 (−3)	12 (+1)	8 (−1)

Damage Immunities acid
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 3 (700 XP)

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

Standing Leap. The digester's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

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

Acid Stream. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 36 (8d8) acid damage.

Acid Spray. The digester sprays acid in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

DIRE ANIMAL: BEAR, LION, TIGER, WOLVERINE

Most of the dire animals in 3.5e were converted to 5e and just dubbed "Giant" animals, but are otherwise just a name change. However, the Dire Bear, Dire Lion, Dire Tiger, and Dire Wolverine seem to be missing, for whatever reason. So here they are. They're basically just normal animals, but stronger, so there's not much commentary to be had here.

DIRE BEAR

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	2 (−4)	13 (+1)	8 (−1)

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

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

DIRE LION

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	4 (−3)	12 (+1)	8 (−1)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages —
Challenge 5 (1,800 XP)

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

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 30 feet.

Actions

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

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

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

DIRE WOLVERINE

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft., climb 15 ft.

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

Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP)

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

Feral Rage. Whenever the wolverine takes damage, it enters a rage at the start of its next turn. The rage lasts for 1 minute or until the wolverine is incapacitated. While raging, the wolverine gains the following benefits:

- The wolverine has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the wolverine gains a +2 bonus on the damage roll.
- The wolverine is resistant to bludgeoning, piercing, and slashing damage.

Actions

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

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

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

DIRE TIGER

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 182 (24d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	15 (+2)	4 (−3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +8
Senses passive Perception 14
Languages —
Challenge 8 (3,900 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

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

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

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

DISPLACER BEAST, PACK LORD

Displacer beasts sometimes give birth to mutant offspring which grow to much larger sizes than ordinary displacer beasts. These mutants oftentimes lead bands of their smaller fellows. They're just like ordinary displacer beasts, but bigger and stronger.

I added two claw attacks, even though neither the 3.5e nor the 5e displacer beast has any, to increase the Pack Lord's CR.

DISPLACER BEAST PACK LORD

Huge monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	6 (–2)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 12 (8,400 XP)

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

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

Actions

Multiattack. The displacer beast makes five attacks: one with its bite, two with its claws, and two with its tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 4 (1d8) piercing damage.

DRAGON, TRUE

Dragons were kept relatively faithful upon their conversion to 5e (thankfully for me), but there are a few things that I'd like to tweak just to bring them a little closer and fix a few bits that might cause continuity errors in adventures and whatnot.

The first is that not all wyrmlings are Medium-sized. In fact, White, Black, Brass, and Copper Wyrmlings are all tiny-sized, and only the most powerful of dragons (Red and Gold) have Medium-sized offspring at birth. To fix this, I've introduced four "Baby Dragon" statblocks for the four weakest types of true dragon.

Also is the lack of the Great Wurm category of dragon. Is it necessary? Probably not, but I did it anyways. Essentially they are just Ancient dragons but more powerful, just like Ancient dragons are just Adult dragons but more powerful.

And finally is a variant for dragon spellcasters which is more powerful than the Dragons as Innate Spellcasters variant in the 5e Monster Manual. That variant would be more useful for representing the dragon's spell-like abilities, while the variant in this guide is more fitting for actual dragon sorcerer spellcasting.

DRAGON, GREEN

Green dragons are immune to acid, their breath weapon and bite attack deals acid damage instead of poison, and they are not immune to poison or the poisoned condition.

BABY BLACK DRAGON

Tiny dragon, chaotic evil

Armor Class 14 (natural armor)
Hit Points 10 (4d4)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

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

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Acid Breath (Recharge 5-6). The dragon exhales acid on a target within 5 feet. If the target is a creature, it must make a DC 10 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

BABY WHITE DRAGON

Tiny dragon, chaotic evil

Armor Class 12 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	3 (-4)	10 (+0)	9 (-1)

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

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Actions

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail on a target within 5 feet. If the target is a creature, it must make a DC 11 Dexterity saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

BABY BRASS DRAGON

Tiny dragon, chaotic good

Armor Class 12 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft., burrow 15 ft., fly 60 ft.

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

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

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Actions

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Fire Breath.** The dragon exhales fire on a target within 5 feet. If the target is a creature, it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas on a target within 5 feet. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

BABY COPPER DRAGON

Tiny dragon, chaotic good

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 30 ft., climb 30 ft., fly 60 ft.

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

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

Skills Perception +4, Stealth +3

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Actions

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales acid on a target within 5 feet. If the target is a creature, it must make a DC 10 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas on a target within 5 feet. If the target is a creature, it must succeed on a DC 10 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

VARIANT: DRAGONS AS SORCERERS

While many dragons might cast spells innately, some have even greater arcane might, casting spells as sorcerers. For the purposes of this variant, a dragon's sorcerer level depends on their Charisma modifier. More or less powerful sorcerous dragons of various types and ages might exist (there's nothing stopping a particularly charismatic brass dragon wyrmling from becoming a 20th-level sorcerer), but I think this variant supplies a good baseline. Only dragons with Charisma scores of 14 or higher can cast spells as sorcerers. You might need to re-calculate the dragon's CR to account for its higher damage output if it has spells which deal damage, protect itself, or heal. Blue, Red, and Metallic dragons can learn spells from the cleric spell list or appropriate cleric domain lists as if they were sorcerer spells.

A Dragon with a Charisma score of 14-15 (+2) casts spells as 5th-level sorcerer. The following trait would be appropriate for a young black dragon:

Spellcasting. The dragon is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *acid splash, dancing lights, mage hand, minor illusion, prestidigitation*
1st level (4 slots): *charm person, detect magic, ray of sickness*
2nd level (3 slots): *darkness, invisibility*
3rd level (2 slots): *fear*

A dragon with a Charisma score of 16-17 (+3) casts spells as a 7th-level sorcerer. The following trait would be appropriate for an adult brass dragon:

Spellcasting. The dragon is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *dancing lights, fire bolt, friends, message, prestidigitation*
1st level (4 slots): *charm person, comprehend languages, cure wounds*
2nd level (3 slots): *detect thoughts, hold person*
3rd level (3 slots): *counterspell, major image*
4th level (1 slot): *confusion*

A dragon with a Charisma score of 18-19 (+4) casts spells as a 9th-level sorcerer. The following trait would be appropriate for an ancient green dragon:

Spellcasting. The dragon is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *dancing lights, friends, message, poison spray, prestidigitation*
1st level (4 slots): *charm person, fog cloud, sleep*
2nd level (3 slots): *detect thoughts, misty step*
3rd level (3 slots): *counterspell, stinking cloud*
4th level (3 slots): *blight, dominate beast*
5th level (1 slot): *cloudkill*

A dragon with a Charisma score of 20-21 (+5) casts spells as an 11th-level sorcerer. The following trait would be appropriate for an ancient bronze dragon:

Spellcasting. The dragon is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *blade ward, friends, mending, shocking grasp, spare the dying, true strike*
1st level (4 slots): *comprehend languages, cure wounds, witch bolt*
2nd level (3 slots): *see invisibility, spiritual weapon*
3rd level (3 slots): *call lightning, mass healing word*
4th level (3 slots): *death ward, polymorph*
5th level (2 slots): *raise dead, telekinesis*
6th level (1 slot): *chain lightning*

A dragon with a Charisma score of 22-23 (+6) casts spells as an 13th-level sorcerer. The following trait would be appropriate for an ancient red dragon:

Spellcasting. The dragon is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *blade ward, friends, mending, shocking grasp, spare the dying, true strike*
1st level (4 slots): *command, detect magic*
2nd level (3 slots): *hold person, scorching ray*
3rd level (3 slots): *clairvoyance, fear, fireball*
4th level (3 slots): *dimension door, freedom of movement*
5th level (2 slots): *scrying, wall of stone*
6th level (1 slot): *true seeing*
7th level (1 slot): *fire storm*

GREAT WYRM BLACK

DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armour)
Hit Points 536 (29d20 + 232)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +10, Con +16, Wis +11, Cha +13
Skills Perception +19, Stealth +10
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 13 (3d8) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 81 (18d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 30 (6d6 + 9) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

VARIANT: MAGICAL DRAGONS

Some dragons are more attuned with the arcane than others. Such arcane attunement only presents itself in dragons of Young age or older. These dragons have the following traits:

Resistances. The dragon is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Immunities. The dragon is immune to the paralyzed condition and can't be put to sleep.

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

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

GREAT WYRM BLUE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armour)

Hit Points 663 (34d20 + 306)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	10 (+0)	29 (+9)	20 (+5)	19 (+4)	23 (+6)
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Saving Throws Dex +9, Con +18, Wis +13, Cha +15

Skills Perception +22, Stealth +9

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 32

Languages Common, Draconic

Challenge 29 (135,000 XP)

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 16 (3d10) lightning damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 120 (20d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 31 (6d6 + 10) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM GREEN

DRAGON

Gargantuan dragon, lawful evil

Armor Class 24 (natural armour)

Hit Points 555 (30d20 + 240)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	22 (+6)	19 (+4)	21 (+5)

Saving Throws Dex +9, Con +16, Wis +12, Cha +13

Skills Perception +20, Stealth +9

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30

Languages Common, Draconic

Challenge 28 (120,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 14 (4d6) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 120-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 98 (28d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 30 (6d6 + 9) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armour)

Hit Points 738 (36d20 + 360)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	10 (+0)	30 (+10)	20 (+5)	17 (+3)	25 (+7)
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Saving Throws Dex +9, Con +19, Wis +12, Cha +16

Skills Perception +21, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 30 (155,000 XP)

Exceptional Strength. The dragon has advantage on Strength checks and Strength saving throws.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

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

Fire Breath (Recharge 5-6). The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 119 (34d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 31 (6d6 + 10) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM WHITE

DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armour)

Hit Points 507 (26d20 + 234)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR

DEX

CON

INT

WIS

CHA

28 (+9) 10 (+0) 28 (+9) 12 (+1) 14 (+2) 16 (+3)

Saving Throws Dex +8, Con +17, Wis +10, Cha +11

Skills Perception +18, Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 26 (90,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 13 (3d8) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 90 (20d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 30 (6d6 + 9) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 23 (natural armour)

Hit Points 462 (25d20 + 200)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +8, Con +16, Wis +11, Cha +13

Skills Perception +19, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 26 (90,000 XP)

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

- **Fire Breath.** The dragon exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 66 (19d6) fire damage on a failed save, or half as much damage on a successful one.

- **Sleep Breath.** The dragon exhales sleep gas in a 120-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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

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

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 30 (6d6 + 9) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armour)

Hit Points 624 (32d20 + 288)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	10 (+0)	29 (+9)	20 (+5)	19 (+4)	23 (+6)
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Saving Throws Dex +8, Con +17, Wis +12, Cha +14

Skills Perception +20, Stealth +8

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30

Languages Common, Draconic

Challenge 28 (120,000 XP)

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

- **Lightning Breath.** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 110 (20d10) lightning damage on a failed save, or half as much damage on a successful one.

- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 25 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

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

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

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 26 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 31 (6d6 + 10) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 24 (natural armour)
Hit Points 518 (28d20 + 224)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	22 (+6)	19 (+4)	21 (+5)

Saving Throws Dex +8, Con +17, Wis +12, Cha +14
Skills Perception +20, Stealth +9
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Common, Draconic
Challenge 27 (105,000 XP)

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

- **Acid Breath.** The dragon exhales acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

- **Slowing Breath.** The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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

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

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 30 (6d6 + 9) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armour)

Hit Points 738 (36d20 + 360)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	14 (+2)	30 (+10)	20 (+5)	19 (+4)	30 (+10)
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Saving Throws Dex +11, Con +19, Wis +13, Cha +19

Skills Perception +22, Stealth +11

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 32

Languages Common, Draconic

Challenge 30 (155,000 XP)

Exceptional Strength. The dragon has advantage on Strength checks and Strength saving throws.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

- **Fire Breath.** The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 82 (15d10) fire damage on a failed save, or half as much damage on a successful one.

- **Weakening Breath.** The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 27 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 31 (6d6 + 10) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

GREAT WYRM SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armour)
Hit Points 676 (33d20 + 330)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20 (+5)	17 (+3)	25 (+7)

Saving Throws Dex +9, Con +19, Wis +12, Cha +16
Skills Perception +21, Stealth +9
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31
Languages Common, Draconic
Challenge 29 (135,000 XP)

Exceptional Strength. The dragon has advantage on Strength checks and Strength saving throws.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

- **Cold Breath.** The dragon exhales any icy blast in a 120-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 76 (17d8) cold damage on a failed save, or half as much damage on a successful one.

- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 120-foot cone. Each creature in that area must succeed on a DC 27 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

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

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

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 20 (3d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crush (Costs 3 Actions). The dragon rolls over onto side, potentially crushing creatures beneath it. The dragon moves 20 feet without provoking attacks of opportunity to a space that can contain one or more other creatures, then falls prone. Each of those creatures must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone, restrained, and take 31 (6d6 + 10) bludgeoning damage. A restrained creature can use its action to repeat the save, freeing itself on a success. On a successful save, the creature only takes half the damage, isn't knocked prone or restrained, and is pushed up to 10 feet out of the dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dragon's space.

DRAGONNE

The dragonne is part lion, part dragon. Its roar saps the vitality of enemies.

DRAGONNE

Large dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	6 (−2)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

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

Pounce. If the dragonne moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the dragonne can make one bite attack against it as a bonus action.

Actions

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

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

Exhausting Roar (Recharge 5-6). The dragonne emits a magical roar. Each creature within 120 feet of the dragonne must succeed on a DC 14 Charisma saving throw or gain one level of exhaustion. If the save fails by 5 or more, the target gains two levels of exhaustion.

ELADRIN, BRALANI

The Eladrin are a race of chaotic good celestials, the chaotic analogue to archons. Bralani Eladrin appear as stout elves with an otherworldly air. They have a small list of spell-like abilities, and can change into a whirlwind.

BRALANI ELADRIN

Medium celestial, chaotic good

Armor Class 15 (chain shirt)

Hit Points 76 (9d8 + 36)

Speed 40 ft., fly 80 ft. (hover)

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

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

Skills Insight +5, Perception +8, Stealth +7

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons that aren't cold iron

Damage Immunities lightning

Condition Immunities petrification

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 5 (1,800 XP)

Shapechanger. The eladrin can use its action to polymorph into a whirlwind or into a elf-like humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the eladrin's choice).

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

At will: *blur*, *charm person*, *gust of wind*, *mirror image*, *wind wall*

2/day: *cure wounds* (3d8 + 2), *lightning bolt*

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

Actions

Mutliattack. The eladrin makes two attacks.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) radiant damage.

Longbow (Humanoid Form Only). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) radiant damage.

Slam (Whirlwind Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Whirlwind Blast (Whirlwind Form Only). The eladrin fires a scouring blast of wind in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

ELADRIN, GHAELE

Ghaele Eladrins are the knight-errants of the celestials, appearing as noble elves with a radiant aura. They have a large list of spell-like abilities and cleric spellcasting, a gaze of death, an aura that protects against evil, and they can transform into an incorporeal ball of light that can fire lasers.

Its spell-like abilities bring the brunt of its damage, with several high-power evocations.

GHAELE ELADRIN

Medium celestial, chaotic good

Armor Class 17 (half plate)

Hit Points 112 (15d8 + 45)

Speed 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	17 (+3)	16 (+3)	16 (+3)	16 (+3)

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

Skills Insight +8, Perception +13, Stealth +7

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons that aren't cold iron

Damage Immunities lightning

Condition Immunities petrification

Senses darkvision 60 ft., passive Perception 23

Languages all

Challenge 13 (10,000 XP)

Shapechanger. As an action on its turn, the eladrin can assume the form of an incorporeal orb of eldritch colors. The eladrin 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. The eladrin also gains resistance to acid and thunder damage, and becomes immune to poison damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. Otherwise, its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the eladrin's choice).

Doom Gaze (Humanoid Form Only). When an evil creature that can see the eladrin's eyes starts its turn within 60 feet of the eladrin, the eladrin can force it to make a DC 16 Charisma saving throw. On a failed save, the creature becomes frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the save fails by 5 or more, the creature drops to 0 hit points. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the eladrin's Doom Gaze for 24 hours.

Unless surprised, the creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the eladrin until the start of its next turn. If the creature looks at the eladrin in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *aid, charm monster, color spray, dancing lights, detect evil and good, detect thoughts, disguise self, dispel magic, hold monster, greater invisibility* (self only), *major image, see invisibility*
1/day: *chain lightning, cure wounds* (6d8 + 2), *prismatic spray, wall of force*

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

Protective Aura. Creatures within 20 feet of the eladrin (including the eladrin itself) have advantage on saving throws against the spells and effects of evil creatures, and evil creatures have disadvantage on attack rolls against them.

Spellcasting. The eladrin is an 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16). The eladrin has the following cleric spells prepared:

Cantrips: *guidance, light, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *bless, command, sanctuary, shield of faith*
2nd level (3 slots): *hold person, lesser restoration, prayer of healing*
3rd level (3 slots): *daylight, mass healing word, remove curse*
4th level (3 slots): *banishment, death ward*
5th level (3 slots): *flame strike, greater restoration*
6th level (1 slots): *blade barrier, heal*
7th level (1 slots): *divine word*

Actions

Mutliattack. The eladrin makes three attacks.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) radiant damage.

Light Ray (Orb Form Only). *Ranged Spell Attack:* +8 to hit, range 300 ft., one target. *Hit:* 13 (2d12) radiant damage.

ELEMENTALS

In 5e, there is one size of elemental: Large. In 3.5e, however, there are six stages for every elemental: Small, Medium, Large, Huge, Greater, and Elder.

Thankfully, elementals are easy to balance: They all have the same CR and the same number of Hit Dice, and elementals don't traditionally get any special abilities. These statblocks are essentially just bags of hit points of various sizes.

SMALL AIR ELEMENTAL

Small elemental, unaligned

Armor Class 13
Hit Points 10 (3d6)
Speed 0 ft., fly 90 ft. (hover)

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

Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 1/2 (100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 10 Strength saving throw. On a failure, a target takes 4 (1d8) bludgeoning damage and is flung up to 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 10 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

MEDIUM AIR ELEMENTAL

Medium elemental, unaligned

Armor Class 14
Hit Points 33 (6d8 + 6)
Speed 0 ft., fly 90 ft. (hover)

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

Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 1 (200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 5 (1d8 + 1) bludgeoning damage and is flung up to 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

HUGE AIR ELEMENTAL

Huge elemental, unaligned

Armor Class 16
Hit Points 152 (16d12 + 48)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 9 (5,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 21 (4d8 + 3) bludgeoning damage and is flung up to 30 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

GREATER AIR ELEMENTAL

Huge elemental, unaligned

Armor Class 17
Hit Points 210 (20d12 + 80)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	18 (+4)	6 (–2)	10 (+0)	6 (–2)

Damage Resistances lightning, thunder
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 13 (10,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 22 (4d8 + 4) bludgeoning damage and is flung up to 40 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ELDER AIR ELEMENTAL

Huge elemental, unaligned

Armor Class 18

Hit Points 276 (24d12 + 120)

Speed 0 ft., fly 90 ft. (hover)

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

Damage Resistances lightning, thunder

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 17 (18,000 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes four slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 23 (4d8 + 5) bludgeoning damage and is flung up to 50 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

SMALL EARTH ELEMENTAL

Small elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 19 (3d6 + 9)

Speed 30 ft., burrow 30 ft.

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

Damage Vulnerabilities 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)

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

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

Actions

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

MEDIUM EARTH ELEMENTAL

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., burrow 30 ft.

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

Damage Vulnerabilities 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 (200 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

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

ELDER EARTH ELEMENTAL

Huge elemental, unaligned

Armor Class 21 (natural armor)

Hit Points 348 (24d12 + 192)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (–1)	26 (+8)	5 (–3)	10 (+0)	5 (–3)

Damage Vulnerabilities thunder

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

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 17 (18,000 XP)

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

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

Actions

Multiattack. The elemental makes four slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

HUGE EARTH ELEMENTAL

Huge elemental, unaligned

Armor Class 19 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 30 ft., burrow 30 ft.

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

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 9 (5,000 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

GREATER EARTH ELEMENTAL

Huge elemental, unaligned

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	24 (+7)	5 (–3)	10 (+0)	5 (–3)

Damage Vulnerabilities thunder

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

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 13 (10,000 XP)

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

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

Actions

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

SMALL FIRE ELEMENTAL

Small elemental, unaligned

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	7 (–2)

Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 1/2 (100 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

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

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

MEDIUM FIRE ELEMENTAL

Medium elemental, unaligned

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	14 (+2)	6 (–2)	10 (+0)	7 (–2)

Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 1 (200 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

HUGE FIRE ELEMENTAL

Huge elemental, unaligned

Armor Class 14
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	6 (–2)	10 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 9 (5,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

GREATER FIRE ELEMENTAL

Huge elemental, unaligned

Armor Class 15
Hit Points 230 (20d12 + 100)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	20 (+5)	6 (–2)	10 (+0)	7 (–2)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 13 (10,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

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

Actions

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

ELDER FIRE ELEMENTAL

Huge elemental, unaligned

Armor Class 16

Hit Points 300 (24d12 + 144)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	22 (+6)	6 (–2)	10 (+0)	7 (–2)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 17 (18,000 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

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

Actions

Multiattack. The elemental makes four slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

SMALL WATER ELEMENTAL

Small elemental, unaligned

Armor Class 12 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., swim 90 ft.

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

Damage Resistances acid

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 5 (1d6 + 2) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 5 (1d6 + 2) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 12 Strength check.

MEDIUM WATER ELEMENTAL

Medium elemental, unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 1 (200 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 7 (1d8 + 3) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 13 Strength check.

HUGE WATER ELEMENTAL

Huge elemental, unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., swim 90 ft.

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

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 9 (5,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 18 (3d8 + 5) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 17 Strength check.

GREATER WATER ELEMENTAL

Huge elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 30 ft., swim 90 ft.

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

Damage Resistances acid

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 13 (10,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 19). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 19 (3d8 + 6) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 19 Strength check.

ELDER WATER ELEMENTAL

Huge elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 324 (24d12 + 168)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 17 (18,000 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes four slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 21 Strength saving throw. On a failure, a target takes 20 (3d8 + 7) bludgeoning damage. If it is Small or smaller, it is also grappled (escape DC 21). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Small creature or up to two Tiny creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 20 (3d8 + 7) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 21 Strength check.

ETHEREAL FILCHER

Ethereal Filchers are odd creatures which steal from passerby before disappearing into the ethereal plane. They can sense magic and particularly love to steal magical items.

Their CR is a bit higher than their statistics would suggest, as their primary mode of "attack" isn't hit point damage, but stealing valuable items. If for some reason encountered as a straightforward combatant and not a thief, treat the filcher's CR as 1/8 (25 XP).

ETHEREAL FILCHER

Medium aberration, neutral

Armor Class 14
Hit Points 27 (6d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +6, Sleight of Hand +8
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 1 (200 XP)

Ethereal Jaunt. As a bonus action, the filcher can magically shift from the Material Plane to the Ethereal Plane, or vice versa. If the filcher ends its turn on the ethereal plane, it returns to the material plane.

Sense Magic. The filcher senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

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

ETHEREAL MARAUDER

Reptilian creatures from another dimension, Ethereal Marauders live and hunt on the ethereal plane.

In 3.5e Ethereal Marauders were Magical Beasts, which have been largely absorbed into the "Monstrosity" type. However, being extraplanar creatures, it made more sense to give them a creature type which is affected by spells such as *detect evil and good*.

ETHEREAL MARAUDER

Medium aberration, neutral

Armor Class 13 (natural armor)
Hit Points 18 (4d8)
Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Ethereal Jaunt. As a bonus action, the marauder can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Actions

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

FIENDISH CREATURE

A fiendish creature is like a normal creature, but hails from the lower planes. This particular template is based on the fiendish spider from the Out of the Abyss adventure, and less so the actual Fiendish template from the 3.5e Monster Manual.

FIENDISH TEMPLATE

A creature with origins in the lower planes is similar to a member of that species from the Material Plane, with the following adjustments:

Immunities The creature is immune to poison damage and the poisoned condition.

Resistances The creature is resistant to cold, fire, and lightning damage.

Senses The creature gains darkvision with a radius of 60 ft.

FORMIAN

Formians are ant-like outsiders from the planes of law. They come in five main types: Workers, Warriors, Taskmasters, Myrmarches, and Queens. There's no really good type in 5e for lawful-aligned outsiders; formians are living creatures, not constructs, and are neither good nor evil. Ultimately, I went with monstrosity, though you might choose to have spells such as *protection from evil and good* affect them as if they were celestials or fiends.

Workers are useless in combat but can heal and repair when in groups.

Warriors are the common foot soldiers of the formians.

Taskmasters have mental domination powers, and are always found with at least one dominated nonformian.

Myrmarches are the elite of formian society, combining martial prowess with spell-like abilities.

Queens are the immobile center of a formian hive with potent magical abilities.

FORMIAN WORKER

Small monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	9 (-1)

Damage Resistances fire, lightning, thunder
Damage Immunities cold, poison
Condition Immunities petrified, poisoned
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with any other formian within 50 miles of the same queen. Formians constantly and instantaneously communicate with each other through this hive mind. If at least one formian in a group is not surprised at the beginning of an encounter, none of them are, and if one formian can see a creature or object, all formians in that group act as if they can also see the creature.

Actions

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

HEALING AND REPAIRING

Eight formian workers that are within 5 feet of a creature can heal it together. Each of the eight must use its action in the same round. When the eighth formian uses its action, the creature regains 16 (2d10 + 5) hit points.

Alternatively, three workers can work together to repair an object. Each of the eight must use its action in the same round. When the eighth formian uses its action, the formians cast the *mending* spell.

FORMIAN WARRIOR

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

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

Damage Resistances fire, lightning, thunder
Damage Immunities cold, poison
Condition Immunities petrified, poisoned
Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with any other formian within 50 miles of the same queen. Formians constantly and instantaneously communicate with each other through this hive mind. If at least one formian in a group is not surprised at the beginning of an encounter, none of them are, and if one formian can see a creature or object, all formians in that group act as if they can also see the creature.

Actions

Multiattack. The formian makes two attacks: one with its bite and one with its sting.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

FORMIAN TASKMASTER

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

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

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Senses passive Perception 13

Languages understands Common and Formian but can't speak, telepathy 120 ft.

Challenge 5 (1,800 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with any other formian within 50 miles of the same queen. Formians constantly and instantaneously communicate with each other through this hive mind. If at least one formian in a group is not surprised at the beginning of an encounter, none of them are, and if one formian can see a creature or object, all formians in that group act as if they can also see the creature.

Actions

Multiattack. The formian makes three attacks: two with its claws and one with its sting.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Enlist. The formian targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the formian until the formian dies or until it is on a different plane of existence from the target. The charmed target is under the formian's control and can't take reactions, and the formian and target can communicate telepathically with each other over any distance.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the formian's Enlist for the next 24 hours.

FORMIAN MYRMARCH

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft.

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

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Senses passive Perception 13

Languages Common, Formian

Challenge 7 (2,900 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with any other formian within 50 miles of the same queen. Formians constantly and instantaneously communicate with each other through this hive mind. If at least one formian in a group is not surprised at the beginning of an encounter, none of them are, and if one formian can see a creature or object, all formians in that group act as if they can also see the creature.

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

At will: *charm monster*, *clairvoyance*, *detect evil and good*, *detect thoughts*, *teleport*
1/day: *divine word*

Actions

Multiattack. The formian makes two attacks: one with its bite and one with its sting. It can make a javelin attack in place of any melee attack.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 28 (8d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

FORMIAN QUEEN

Large monstrosity, lawful neutral

Armor Class 18 (natural armor)

Hit Points 252 (24d10 + 120)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	1 (−5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Senses truesight 60 ft., passive Perception 15

Languages Common, Formian, telepathy 50 miles

Challenge 17 (18,000 XP)

Hive Mind. The formian queen can communicate with any formian within 50 miles. Formians constantly and instantaneously communicate with each other through this hive mind. If at least one formian in a group is not surprised at the beginning of an encounter, none of them are, and if one formian can see a creature or object, all formians in that group act as if they can also see the creature.

Innate Spellcasting. The formian's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *charm monster*, *clairvoyance*, *detect evil and good*, *detect thoughts*

3/day each: *divination*, *divine word*, *hold monster*

Spellcasting. The formian is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *dancing lights*, *friends*, *mage hand*, *mending*, *minor illusion*, *ray of frost*

1st level (4 slots): *comprehend languages*, *identify*, *shield*

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

3rd level (3 slots): *counterspell*, *slow*

4th level (3 slots): *confusion*, *stoneskin*

5th level (2 slots): *cone of cold*, *insect plague*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *power word stun*

Legendary Actions

The fomorian queen 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. The queen regains spent legendary actions at the start of her turn.

Cantrip. The queen casts a cantrip.

Cast Spell (Costs 1-3 Actions). The queen uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

FROST WORM

The frost worm is a giant white worm that generates intense cold. They can emit a trill that stuns prey, and also has a breath weapon of cold. When the frost worm dies, it explodes in a blast of ice shards.

FROST WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	2 (−4)	11 (+0)	11 (+0)

Damage Vulnerabilities fire

Damage Immunities cold

Senses passive Perception 10

Languages —

Challenge 11 (7,200 XP)

Death Throes. When the frost worm dies, it turns to ice and explodes. Each creature within 90 feet must make a DC 17 Dexterity saving throw, taking 28 (8d6) cold damage and 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Frigid Body. A creature that touches the frost worm takes 7 (2d6) cold damage (included in the frost worm's bite attack).

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 7 (2d6) cold damage.

Cold Breath (Recharges after a Short or Long Rest). The frost worm exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) cold damage on a failed save, or half as much damage on a successful one. A creature stunned by the frost worm's Trill automatically fails the saving throw.

Trill. The frost worm emits a high-pitched noise that forces prey to stand motionless. Each non-frost worm creature within 90 feet of the frost worm that can hear the noise must succeed on a DC 17 Wisdom saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the frost worm's Trill for the next 24 hours.

VARIANT: KAPOACINTH GARGOYLES

Some gargoyles dwell underwater and are especially acclimated to that environment. These kapoacinths, as they are called, have the statistics of a normal gargoyle but have a swim speed of 60 feet and cannot fly.

GENIE, JANNI

Jann are the weakest of the genies, that are formed from all four elements and dwell on the material plane. They can change the size of both other creatures and themselves, can turn invisible, and can speak to animals.

JANNI

Medium elemental, neutral

Armor Class 16 (chainmail)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 20 ft.

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

Damage Resistances fire

Senses passive Perception 12

Languages Abyssal, Celestial, Common, Infernal, Primordial, telepathy 120 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The janni's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

3/day each: *invisibility* (self only), *speak with animals*
1/day each: *create food and water*, *plane shift*

Actions

Multiattack. The janni makes two weapon attacks.

Change Size (2/Day). The janni can magically increase or decrease the size of a humanoid or jann within 30 feet for 1 minute. The creature can make a DC 11 Constitution saving throw to resist the change on a successful save. The jann doubles damage dice on Strength-based weapon attacks, instead of the usual damage increase.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 10 (2d6 + 3) slashing damage while enlarged.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

JANN ON OTHER PLANES

Jann can survive the inherent hazards of an elemental plane for up to 48 hours, before they begin to wither away due to the imbalance of elemental forces. After residing on an elemental plane for 48 hours, the janni can no longer regain hit points, and the janni's hit point maximum decreases by 1 every hour.

GHOST

The 3.5e Monster Manual presents a more open-ended interpretation of the ghost. Instead of a catch-all statblock, the ghost might have any of a number of special attacks from a sort of master list.

A ghost might not have the Withering Touch, Horrifying Visage, or Possession action options, and might have any of the following attack options:

Draining Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and one of the target's ability scores (the ghost's choice) is reduced by 1d4. The target dies if this reduces any of their ability scores to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Frightful Moan. The ghost emits a frightful moan. Each non-undead creature within 30 feet of the ghost must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target must take the Dash action and move away from the ghost by the safest available route on each of its turns. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost's Frightful Moan for the next 24 hours.

Telekinetic Thrust. The ghost targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the ghost makes a Charisma check contested by the target's Strength check. If the ghost wins the contest, the ghost hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the ghost hurls it up to 30 feet in any direction. The ghost can use the object as a ranged weapon, attacking one creature along the object's path (+5 to hit) and dealing 8 (2d4 + 3) bludgeoning damage on a hit.

A ghost may also have one or more of the following traits, which might affect the ghost's challenge rating:

Corrupting Gaze. If a creature starts its turn within 30 feet of the ghost and the two of them can see each other, the ghost can force the creature to make a DC 13 Constitution saving throw if the ghost isn't incapacitated. The creature takes 11 (2d10) necrotic damage on a failed save.

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

Spectral Deflection. The AC of the ghost includes its Charisma bonus.

GIANT, FROST

Frost giants are chaotic evil, not neutral evil. Rarely, a frost giant Jarl of great martial prowess will swear dark oaths, becoming a blackguard. These wicked marshals lead frost giant tribes on great pillages and drive their peers to ever greater acts of cruelty and destruction.

FROST GIANT JARL

Huge giant, chaotic evil

Armor Class 18 (plate)

Hit Points 250 (20d12 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (−1)	23 (+6)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Con +12, Wis +6, Cha +10

Skills Athletics +13, Perception +6

Damage Immunities cold

Senses passive Perception 16

Languages Abyssal, Giant

Challenge 17 (18,000 XP)

Spellcasting. The giant is an 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The giant has the following paladin spells prepared:

1st level (4 slots): *command*, *divine favor*, *hellish rebuke* (2d10 cold damage), *wrathful smite*

2nd level (2 slots): *branding smite*, *darkness*, *magic weapon*

Actions

Multiattack. The giant makes four greataxe attacks.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 7 (2d6) cold damage.

VARIANT: LEGENDARY JARL

If you want the frost giant jarl to play better as a solo encounter, you might make the following adjustments to its statblock:

- The giant has a challenge rating of 19 (22,000 XP)
- When the giant uses the Multiattack action, it only attacks twice with its greataxe.
- If the giant fails a saving throw, it can choose to succeed instead three times per day.

LEGENDARY ACTIONS

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

Attack. The giant makes one attack with its greataxe

Hurl Rock (Costs 2 Actions). The giant makes one attack with a rock.

VARIANT: STONE GIANT ELDER

Some stone giants can cast a small number of stone-related spells innately. These giants have Charisma scores of 15 (+2) and the following trait:

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

At will: *magic stone*

1/day each: *stone shape*, *transmute rock*

GOLEM

In 3.5e golems are not merely resistant to magic but are immune to all but a handful of spells, which have special effects depending on the golem. You might decide to give a golem the following trait:

Magic Immunity. The golem can't be affected or detected by spells unless it wishes to be. It has advantage on saving throw against all other magical effects. Certain spells function differently against the golem.

Clay Golem.

- A *move earth* spell can target the golem instead of an area of terrain, dealing 19 (3d12) bludgeoning damage and pushing the golem 120 feet away from the caster.
- A *disintegrate* spell deals 6 (1d12) force damage, and for the next 3 rounds the golem is slowed and can't take reactions, its speed is halved, it can't make more than one attack on its turn, and it can take either an action or a bonus action on its turn, but not both. If the golem uses its Haste ability, the slowing effect ends but the golem does not get the usual benefits of being hasted.
- An *earthquake* spell can target the golem instead of a point, and instead of its usual effect deals 32 (5d12) bludgeoning damage to the golem, and the golem's speed becomes 0 until the end of its next turn.

Flesh Golem.

- If the golem would take magical cold or fire damage, it instead takes no damage but is slowed for the next 3 rounds and can't take reactions, its speed is halved, it can't make more than one attack on its turn, and it can take either an action or a bonus action on its turn, but not both.

Iron Golem.

- If the golem would take magical lightning damage, it instead takes no damage but is slowed for the next 3 rounds and can't take reactions, its speed is halved, it can't make more than one attack on its turn, and it can take either an action or a bonus action on its turn, but not both.

Stone Golem.

- The **Transmute Rock to Mud** effect of the *transmute rock* spell slows the golem for the next 3 rounds and it can't take reactions, its speed is halved, it can't make more than one attack on its turn, and it can take either an action or a bonus action on its turn, but not both.
- The **Transmute Mud to Rock** effect of the *transmute rock* spell causes the golem to regain 39 (6d12) hit points.

GOLEM, GREATER STONE

Some stone golems are created larger than normal. These greater stone golems are otherwise identical to normal stone golems: just bigger, tougher, and stronger.

GREATER STONE GOLEM

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (−1)	24 (+7)	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 the languages of its creator but can't speak

Challenge 16 (15,000 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 magical effects.

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 20 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREY RENDER

Gray renders are hulking, primitive, but dimly intelligent predators. Their most iconic trait is their tendency to "adopt" other creatures or groups of creatures, protecting them with its life.

GRAY RENDER

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	24 (+7)	6 (−2)	12 (+1)	8 (−1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 6 (2,300 XP)

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

Actions

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

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

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

Reactions

Protect. The grey render imposes disadvantage on one melee attack that targets a creature within 5 feet of the render.

GUARDINALS

The guardinals are a race of zoomorphic celestials that epitomize the neutral good alignment. The two most common types of guardinals are the Avorals and the Leonals.

I cut down the Avoral's Innate Spellcasting a bit, since monsters - especially not ones of this CR - usually don't get *that many* spells in 5e. I also just straight dropped its fear aura; it just wasn't really all that defining of an ability, especially for such a weak monster, and fear auras and such are complicated to run.

AVORAL

Medium celestial, neutral good

Armor Class 16
Hit Points 76 (9d8 + 36)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	18 (+4)	16 (+3)	16 (+3)	16 (+3)

Skills Perception +7

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

Damage Immunities lightning

Condition Immunities petrified

Senses truesight 60 ft., passive Perception 17

Languages all

Challenge 6 (2,300 XP)

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

At will: *blur*, *command*, *detect magic*, *dimension door*, *gust of wind*, *hold person*, *light*, *magic missile*, *speak with animals*
3/day: *dispel magic*, *lightning bolt*

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

Lay on Hands. The avoral has a pool of 76 hit points of healing energy that replenishes when the avoral takes a long rest. As an action, the avoral can touch a creature within 5 feet and restore a number of hit points up to the remaining amount in the pool.

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

Actions

Multiattack. The avoral makes two attacks with its wings.

Wing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

LEONAL

Medium celestial, neutral good

Armor Class 17 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	14 (+2)	14 (+2)	14 (+2)

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

Damage Immunities lightning

Condition Immunities petrified

Senses truesight 60 ft., passive Perception 12

Languages all

Challenge 9 (5,000 XP)

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

At will: *detect thoughts*, *fireball*, *hold monster*, *speak with animals*, *wall of force*
3/day each: *cure wounds* (4d8 + 2), *lesser restoration*, *protection from poison*
1/day: *heal*

Lay on Hands. The leonal has a pool of 133 hit points of healing energy that replenishes when the leonal takes a long rest. As an action, the leonal can touch a creature within 5 feet and restore a number of hit points up to the remaining amount in the pool.

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

Protective Aura. Creatures within 20 feet of the leonal (including the leonal itself) have advantage on saving throws against the spells and effects of evil creatures, and evil creatures have disadvantage on attack rolls against them.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Holy Roar. The leonal emits a magical roar in a 60-foot cone. Each evil creature in the area must succeed on a DC 14 Charisma saving throw or be blinded and deafened for 1 minute. If the save fails by 5 or more, the evil creature drops to 0 hit points. A fiend that fails its save is forced back to its plane of origin and can't return for 24 hours by any means short of a *wish* spell.

HALF-CELESTIAL

So, there's a few directions I could have gone with this one. In 5e, Half-Dragon is a template, but the Half-Fiend, the Cambion, is a standalone creature. Ultimately I decided to go with the latter, for three main reasons. One, to serve as an opposite for the Cambion; two, because templates granting incremental bonuses isn't really a thing in 5e and Half-Celestials don't really get a big, flashy attack like a dragon's breath weapon; and three, because the half-celestial's main feature, its spell-like abilities, is mostly composed of alignment-dependent spells that were scrapped in 5e (plus, finding a way to grant only certain spells to certain power levels of half-celestials would be a pain).

HALF-CELESTIAL

Medium celestial, any good alignment

Armor Class 20 (plate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft., fly 60 ft.

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

Saving Throws Str +7, Con +7, Wis +6, Cha +6
Skills Insight +6, Perception +6, Persuasion +6, Religion +4
Damage Resistances acid, cold, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common
Challenge 7 (2,900 XP)

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

3/day each: *bless*, *calm emotions*, *detect evil and good*
 1/day: *plane shift* (self only)

Actions

Multiattack. The half-celestial makes two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used in two hands, plus 9 (2d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage.

Healing Touch (1/Day). The half-celestial touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

HARPY ARCHER

Some harpies take a more martial bent, mastering the use of the bow. These harpies often serve as leaders in communities, and are significantly tougher than the average harpy.

HARPY ARCHER

Medium monstrosity, chaotic evil

Armor Class 15 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	7 (–2)	10 (+0)	13 (+1)

Senses passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Archer's Eye (3/Day). As a bonus action, the harpy can add 1d10 to its next attack or damage roll with a longbow.

Actions

Multiattack. The harpy makes four attacks with its longbow.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

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

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

HELL HOUND, NESSIAN

WARHOUND

Hell Hounds trained in the deepest pits of hell are larger and stronger than ordinary hell hounds. I tried to fit this into a "make the following changes to the hell hound's statblock..." kind of thing, but with ability score and size changes and all that a separate statblock seemed warranted.

NESSIAN WARHOUND

Large fiend, lawful evil

Armor Class 17 (+1 chain mail barding)

Hit Points 133 (14d10 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +7

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 17

Languages understands Infernal but can't speak it

Challenge 7 (2,900 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

HOWLER

Howlers are gaunt canine creatures covered in spines, that hail from the plane of Pandemonium. In 3.5e the number of quills used per round was 1d4, but I decided to set it to a flat 2. In 3.5e the Howler's howl slowly drains Wisdom (at a rate of 1/hour). Since ability damage is rarely used in 5e, I decided to convert to levels of exhaustion to mimic the effect.

HOWLER

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (–2)	14 (+2)	8 (–1)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages understands Abyssal but can't speak it

Challenge 2 (450 XP)

Howl. The howler howls constantly while not stalking prey. A non-fiend that hears the howler's howl for 1 hour must succeed on a DC 13 Charisma saving throw or gain one level of exhaustion, which cannot be removed until the creature finishes a long rest without hearing a howler's howl.

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

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

Actions

Multiattack. The howler makes three attacks: one with its bite and two with its quills.

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

Quill. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and if the target is a creature it must succeed on a DC 14 Dexterity saving throw or the quill breaks off in the target's flesh. A creature takes a cumulative –1 penalty on attack rolls, saving throws, and ability checks per quill. A creature can use their action to remove a quill, but must succeed on a DC 14 Wisdom (Medicine) check or the creature takes an additional 3 (1d6) damage.

HYDRA

In 5e, hydras work much differently mechanically than those in 3.5e but the result is mostly the same: you cut off the heads and burn the stumps or the hydra will just regenerate the damage you deal almost as fast as you can deal it. The difference is that in 3.5e you have to specifically target the heads, while in 5e a head just dies for every 25 damage dealt to the hydra. I'm not gonna argue which method is better, but what I'm *also* not gonna do is try to convert the 3.5e method to 5e.

Aside from that, hydras were given a significant power boost upon conversion to 5e. In 3.5e there were several hydra statblocks with increasing numbers of heads, and the one in 5e, despite having the lowest number of heads (5), has more hit points than even the largest hydra (12 heads) in 3.5e.

There's two ways to go about bringing 6- to 12-headed hydras into 5e: to make a new lower-CR five-headed hydra statblock, or to make the 6+-head statblocks 4 CR higher than they are in 3.5e. I decided to do a little bit of both: the 6+-head hydras use the 5e hydra as a baseline, but I've also introduced a CR 4 "lesser" 5-headed hydra so they can be introduced to lower-level parties; I've named it the "Lernean" Hydra, for no real reason other than it sounding cooler than just "lesser hydra". The many-headed hydras tend to be a lot more powerful than those in the 3.5e monster manual; if a conversion is ever necessary for an adventure or such, I would advise using a hydra with a similar CR rather than a similar number of heads.

The 5e MM Hydra doesn't seem to take any regeneration into account with its CR, so I didn't do it here either.

You might decide that acid damage also prevents a hydra from regenerating heads.

LEGENDARY HYDRAS

You might decide to give a hydra a number of legendary actions it can use to make bite attacks, and subtract the number of legendary actions from the number of attacks it can make with its Multiattack action option. The hydra should lose these legendary actions before losing attacks from its Multiattack action when one of its heads dies.

LERNEAN HYDRA

Huge Monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (5d12 + 25)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	2 (−4)	10 (+0)	7 (−2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (450 XP)

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

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

Whenever the hydra takes 10 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 4 hit points for each head regrown in this way.

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

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

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

SIX-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 9 (5,000 XP)

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

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

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

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

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

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

Actions

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

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

SEVEN-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 11 (7,200 XP)

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

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

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

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

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

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

Actions

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

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

EIGHT-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 241 (21d12 + 105)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +10
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 13 (10,000 XP)

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

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

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

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

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

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

Actions

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

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

NINE-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +10
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 15 (13,000 XP)

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

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

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

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

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

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

Actions

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

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

TEN-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 287 (25d12 + 125)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	20 (+5)	2 (−4)	10 (+0)	7 (−2)

Skills Perception +12
Senses darkvision 60 ft., passive Perception 22
Languages —
Challenge 17 (18,000 XP)

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

Multiple Heads. The hydra 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 its heads die, the hydra dies.

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

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

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

ELEVEN-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 310 (27d12 + 135)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	20 (+5)	2 (−4)	10 (+0)	7 (−2)

Skills Perception +12
Senses darkvision 60 ft., passive Perception 22
Languages —
Challenge 19 (22,000 XP)

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

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

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

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

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

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage.

TWELVE-HEADED HYDRA

Huge Monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 333 (29d12 + 145)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +14

Senses darkvision 60 ft., passive Perception 24

Languages —

Challenge 21 (33,000 XP)

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

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

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

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

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

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage.

HYDRA, PYRO- AND CRYO-

Pyro- and Cryo-Hydras are like ordinary hydras, except they are resistant to either fire or cold damage and can breathe jets of fire or frost.

A pyrohydra is resistant to fire damage and has the following action options. The save DC for the Fire Jet is equal to 13 + the hydra's proficiency bonus.

Multiattack. The hydra makes as many bite attacks as it has heads. It can use a Flame Jet in place of a bite attack.

Flame Jet (Recharge 5-6 per Head). The hydra exhales flame in a 20-foot line that is 10 feet wide. Each creature in that line must make a Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

A cryohydra is resistant to cold damage and has the following action options. The save DC for the Frost Jet is equal to 13 + the hydra's proficiency bonus.

Multiattack. The hydra makes as many bite attacks as it has heads. It can use a Frost Jet in place of a bite attack.

Frost Jet (Recharge 5-6 per Head). The hydra exhales frost in a 20-foot line that is 10 feet wide. Each creature in that line must make a Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

INEVITABLE

The inevitables are constructs from the plane of Mechanus. Each variety is designed find and punish a certain kind of transgression. Kolyaruts hunt down those who break bargains and oaths; Maruts those who cheat death; and Zelekhuts those who flee justice.

KOLYARUT

Medium construct, lawful neutral

Armor Class 17 (half plate)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

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

Skills Insight +6, Perception +6, Persuasion +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Celestial, Infernal, the native language of its first target
Challenge 7 (2,900 XP)

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

At will: *disguise self*, *fear*, *hold person*, *invisibility*, *locate creature*, *suggestion*, *zone of truth*
1/day: *hold monster*
1/week: *geas*

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

Regeneration. The kolyarut regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The kolyarut makes three melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 4) slashing damage if used in two hands.

Vampiric Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage. The kolyarut regains hit points equal to half the damage dealt.

Enervation Ray. *Ranged Spell Attack:* +6 to hit, range 200 ft., one target. *Hit:* 36 (8d8) necrotic damage. The kolyarut regains hit points equal to half the damage dealt.

MARUT

Large construct, lawful neutral

Armor Class 18 (plate)
Hit Points 220 (21d10 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	20 (+5)	12 (+1)	17 (+3)	18 (+4)

Skills Perception +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses truesight 60 ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, the native language of its first target
Challenge 12 (8,400 XP)

Innate Spellcasting. The marut's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *command*, *dimension door*, *dispel magic*, *fear*, *fly*, *locate creature*
1/day: *chain lightning*, *circle of death*, *wall of force*
1/week: *geas*, *plane shift* (self only)

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

Regeneration. The marut regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The marut makes two attacks: one with its Thunder Fist and one with its Lightning Fist.

Thunder Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 10 (3d6) thunder damage, and the target must succeed on a DC 19 Constitution saving throw or be deafened until the end of the target's next turn.

Lightning Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 10 (3d6) lightning damage, and the target must succeed on a DC 19 Constitution saving throw or be blinded until the end of the target's next turn.

ZELEKHUT

Large construct, lawful neutral

Armor Class 18 (plate barding)

Hit Points 85 (10d10 + 30)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	11 (+0)	16 (+3)	10 (+0)	17 (+3)	15 (+2)
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Skills Insight +6, Perception +6, Search +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses truesight 60 ft., passive Perception 16

Languages Abyssal, Celestial, Infernal, the native language of its first target

Challenge 6 (2,300 XP)

Innate Spellcasting. The zelekhut's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *clairvoyance*, *dispel magic*, *fear*, *hold person*, *locate creature*

3/day: *hold monster*

1/week: *geas*

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

Regeneration. The zelekhut regains 5 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The zelekhut attacks twice with its spiked chains.

Spiked Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (4d4 + 5) slashing damage plus 3 (1d6) lightning damage.

KRENSHAR

Krenshar are hyena-like creatures that can pull the skin back from its head, revealing muscles and the bones of its skulls to scare enemies.

KRENSHAR

Medium monstrosity, neutral

Armor Class 11

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	14 (+2)	11 (+0)	6 (–2)	12 (+1)	13 (+1)
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Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

Scare. The krenshar pulls the skin back from its face, revealing its skull and screeching loudly. One creature of the krenshar's choice within 30 feet of the krenshar must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the target's next turn. While frightened, the creature must take the Dash action on its turn to move as far away from the krenshar as it can.

LAMMASU

Lammasus are good, noble creatures that resemble winged lions with the face of a man. They have various divine abilities but otherwise fight like lions. Given their various divine abilities and the fact that celestials are so rare in 5e, I decided to give them the celestial type; if you disagree with this change, it's a simple change back to make.

LAMMASU

Large celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., fly 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

21 (+5) 12 (+1) 17 (+3) 16 (+3) 17 (+3) 14 (+2)

Skills Arcana +6, Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Common, Draconic

Challenge 5 (1,800 XP)

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

2/day: *greater invisibility* (self only)

1/day: *dimension door*

Spellcasting. The lammasu is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). The lammasu has the following cleric spells prepared:

Cantrips: *guidance*, *light*, *sacred flame*, *thaumaturgy*

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

2nd level (3 slots): *aid*, *enhance ability*, *lesser restoration*

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

4th level (1 slot): *banishment*

Actions

Multiattack. The lammasu attacks twice with its claws.

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

Fire Breath (1/Day). The lammasu exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

VARIANT: GOLDEN PROTECTOR

A golden protector is the offspring of a lammasu and a gold dragon. It is an ordinary lammasu with a challenge rating of 6 (2,300 XP) the following adjustments to its statblock:

- The golden protector has blindsight with a radius of 10 feet.
- The golden protector is resistant to acid, cold, fire, lightning, and radiant damage.
- The golden protector's Fire Breath recharges on a roll of 5-6 on a d6.

LICH

A lich is an undead spellcaster with a phylactery that contains their soul and regrows their body in case of death. In 5e, a lich is always a Wizard capable of casting *imprisonment*, a 9th-level spell.

However, in 3.5e liches work a little bit differently. Firstly, a lich can be of any spellcasting class, not merely a wizard. Cleric liches are quite common. Bards less so, but still possible. Secondly, the lich need only be an 11th-level spellcaster, not a 17th-level one (due to how half-casters are handled in 3.5e means that a Paladin or Ranger would need to be 22nd-level, though, making Ranger-liches improbable).

The statblock for Tarul Var in Tales of the Yawning Portal is an example of such a lich converted to 5e, though Var is a 12th-level Conjurer.

I decided to create an 11th-level Wizard Lich to mirror the lich in the 3.5e Monster Manual, with a Cleric variant that can be applied to the previous statblock.

Following the CR guidelines in the DMG resulted in a lower CR than Tarul Var even though this lich has higher damage output, which seems about right considering how inappropriately high the 5e MM lich's CR is. I just set it at 13 - the same as Var - and called it a day.

You might decide to give the lich resistance to even magical piercing and slashing damage, to mimic their very specific DR 15/bludgeoning and magic trait. In addition, you might give liches the following trait:

Immutable Form. The lich is immune to any spell or effect that would alter its form unless it is willing.

LICH MAGE

Medium undead, any evil alignment

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +9, Wis +7

Skills Arcana +9, History +9, Insight +7, Perception +7

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common plus up to four other languages

Challenge 13 (10,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips: *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *mirror image*, *scorching ray*, *web*

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

4th level (3 slots): *dimension door*, *ice storm*

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

6th level (1 slot): *disintegrate*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 17 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

VARIANT: LICH PRIEST

Some liches practice divine magic instead of arcane. Such a lich has 19 (+4) Wisdom, +9 to Wisdom saving throws, +9 to Insight and Perception checks, a passive Perception score of 19, and replaces their Spellcasting trait with the following:

Spellcasting. The lich is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The lich has the following cleric spells prepared:

Cantrips: *chill touch*, *guidance*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *detect magic*, *inflict wounds*

2nd level (3 slots): *blindness/deafness*, *hold person*, *silence*

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*

4th level (3 slots): *death ward*, *guardian of faith*

5th level (2 slots): *insect plague*, *screaming*

6th level (1 slot): *harm*

LILLEND

Lillends are chaotic good celestials that are great appreciators of art and music. They have wings and snake-like tails, and can cast spells as bards. I decided to reduce the Lillend's Bard caster level rather than grant them access to higher-level spells. Instead of a Large shortsword, I just gave them a human-sized longsword.

LILLEND

Large celestial, chaotic good

Armor Class 15 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	14 (+2)	16 (+3)	18 (+4)

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

Skills Arcana +4, Insight +5, Perception +5, Performance +8, Persuasion +6, Survival +5

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Celestial, Common, Infernal

Challenge 3 (700 XP)

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

3/day: *darkness*, *hallucinatory terrain*, *knock*, *light*
1/day: *charm person*, *speak with animals*, *speak with plants*

Spellcasting. The lillend is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). The lillend has the following bard spells prepared:

Cantrips: *dancing lights*, *mage hand*, *minor illusion*

1st level (4 slots): *charm person*, *cure wounds*, *identify*, *sleep*

2nd level (3 slots): *hold person*, *invisibility*, *shatter*

Actions

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

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used in two hands.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the lillend can automatically hit the target with its tail, and the lillend can't make tail attacks against other targets.

Reactions

Inspire Competence (4/Day). The lillend allows a non-hostile creature within 30 feet to add 1d8 to the result of an attack roll, ability check, or saving throw.

LOCATHAH

The locathah are a race of nomadic fish-men. They don't have any special abilities, except that they breathe water but not air.

LOCATHAH

Medium humanoid, neutral

Armor Class 11

Hit Points 13 (3d8)

Speed 10 ft., swim 60 ft.

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

Senses passive Perception 11

Languages Aquan

Challenge 1/4 (50 XP)

Water Breathing. The locathah can breathe only underwater.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

LYCANTHROPE

Wereboars are neutral, not neutral evil.

While all types of lycanthropy made it into 5e from the 3.5e Monster Manual, there are two statblocks that didn't: the Werewolf Lord, a 10th-level Fighter than transforms into a Dire Wolf; and the Hill Giant Wereboar.

When the Werewolf Lord is planning on needing to shapechange, it does not wear its chain shirt and has an AC of 12.

WEREWOLF LORD

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 15 (chain shirt) in humanoid form, 14 (natural armor) in wolf or hybrid form
Hit Points 190 (20d8 + 100)
Speed 30 ft. (50 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Skills Perception +9, Stealth +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Senses passive Perception 19
Languages Common (can't speak in wolf form)
Challenge 12 (8,400 XP)

Shapechanger. The werewolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Large wolf, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes three attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with dire werewolf lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) slashing damage.

Greatsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, or 19 (4d6 + 5) while the werewolf is in hybrid form.

HILL GIANT WEREBOAR

Huge giant (shapechanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	19 (+4)	5 (–3)	9 (–1)	6 (–2)

Skills Perception +2

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

Senses passive Perception 12

Languages Giant (can't speak in boar form)

Challenge 8 (3,900 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-giant hybrid or into a Large boar, or back into its true form, which is a giant. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 21 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two melee attacks, only one of which can be with its tusks.

Greatclub (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with giant wereboar lycanthropy.

Rock (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

MOHRG

Mohrgs are the animated corpses of mass murderers who died without atoning for their crimes. They are very tough for a humanoid-based undead creature. Their tongues can paralyze opponents, and creatures killed by them rise as zombies. In 3.5e mohrgs can grapple targets automatically with their slams, but a lot of creatures can do that in 3.5e and had the ability removed upon conversion, so I've done that here as well.

MOHRG

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Saving Throws Str +8, Con +7, Wis +3

Skills Perception +6, Stealth +10

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Actions

Multiattack. The mohrg attacks once with its slam and once with its tongue.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If a humanoid dies from this attack, it rises as a zombie 1d4 days later.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* the target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NAGA

In 5e, there are two types of naga: Spirit and Guardian. Spirit Nagas are chaotic evil and cast spells as wizards, and Guardian Nagas who are lawful good and cast spells as clerics. In 3.5e there are two additional types of naga - dark nagas, who are lawful evil, and water nagas, who are neutral - and all nagas cast spells as sorcerers, though some can cast spells from the lists of other classes as well.

DARK NAGA

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 40 ft.

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

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

Innate Spellcasting. The naga can innately cast *detect thoughts* (spell save DC 14), requiring no material components. Its spellcasting ability is Charisma.

Inscrutable. The naga is immune to any effect that would sense its emotions or read its thoughts.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following sorcerer spells prepared:

Cantrips: *light*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*
 1st level (4 slots): *detect magic*, *expeditious retreat*, *magic missile*, *shield*
 2nd level (3 slots): *enhance ability*, *scorching ray*
 3rd level (3 slots): *counterspell*, *lightning bolt*
 4th level (2 slots): *greater invisibility*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or fall into a nightmare-haunted sleep and is unconscious for 1 minute, or until it takes damage or another creature takes an action to shake it awake.

To fit with the theme in 5e, I've decided to give Water Nagas Druid spellcasting and Dark Nagas Sorcerer spellcasting, to keep up with the differentiation. In 3.5e water nagas are physically stronger than dark nagas despite having lower CR and HD. Since ability scores are so much more important to monster ability than in 3.5e, I've basically just put their physical ability scores in line depending on their CR. Also, nagas are not immune to being charmed, and do not return to life when killed in 3.5e.

WATER NAGA

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 40 ft., swim 80 ft.

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

Saving Throws Dex +4, Con +3, Int +3, Cha +4

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 3 (700 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is an 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following druid spells prepared:

Cantrips: *druidcraft*, *poison spray*, *resistance*
 1st level (4 slots): *charm person*, *create or destroy water*, *detect magic*, *thunderwave*
 2nd level (3 slots): *hold person*, *lesser restoration*
 3rd level (3 slots): *call lightning*, *protection from energy*

Water Breathing. The naga can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

NIGHTSHADE

The nightshades are a kind of undead creature from the plane of shadow that are made of the dark essence of that plane. They have an aura that buffs nearby undead, and hate sunlight. There are three main types of nightshade: nightcrawlers, nightwalkers, and nightwings

I've removed the *haste* spell from all of the nightshades and just given them extra attacks or legendary actions to mimic the effect without having to constantly reference the effects of the *haste* spell, since these creatures will almost always be *hasted*.

NIGHTCRAWLER

Gargantuan undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
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28 (+9)	10 (+0)	24 (+7)	20 (+5)	20 (+5)	18 (+4)
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Saving Throws Dex +6, Wis +11, Cha +10

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

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

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15

Languages understands all languages but cannot speak, telepathy 120 ft.

Challenge 20 (25,000 XP)

Desecrating Aura. Undead within 20 feet of the nightcrawler have advantage on attack rolls and saving throws. When an undead creature enters this area for the first time in 24 hours, it gains 20 temporary hit points.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *darkness*, *detect magic*, *dispel magic*, *invisibility*, *see invisibility*

3/day each: *cone of cold*, *confusion*, *hold monster*

1/day each: *finger of death*, *plane shift*

Sunlight Weakness. While in sunlight, the nightcrawler has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 27 (4d8 + 9) piercing damage plus 11 (2d10) necrotic damage. If the target is a Huge or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by the nightcrawler.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 13 (3d8) acid damage and 22 (4d10) necrotic damage at the start of each of the nightcrawler's turns. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit points maximum to 0.

If the nightcrawler takes 30 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 23 (4d6 + 9) piercing damage plus 11 (2d10) necrotic damage, and the target must make a DC 21 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The nightcrawler 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 nightcrawler regains spent legendary action options at the start of its turn.

Attack. The nightcrawler makes one tail stinger attack.

Vomit (Costs 2 Actions). The nightcrawler expels the contents of its stomach in a 30-foot cone. Any creatures swallowed by the nightcrawler fall prone in a space within 10 feet of the nightcrawler and automatically fail their saving throws. Each creature in that area must make a DC 21 Dexterity saving throw, taking 13 (3d8) acid damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Summon Shadows (Costs 3 Actions). The nightcrawler magically summons eight shadows, that each appear in an unoccupied space within 60 feet of the nightcrawler and act as its allies. They remain for 10 minutes, until they or the nightcrawler dies, until the nightcrawler dismisses them as an action, or until the nightcrawler takes this action again.

NIGHTWALKER

Huge undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
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26 (+8)	14 (+2)	24 (+7)	20 (+5)	20 (+5)	18 (+4)
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Saving Throws Dex +8, Wis +11, Cha +10

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

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

Senses darkvision 120 ft., passive Perception 15

Languages understands all languages but cannot speak, telepathy 120 ft.

Challenge 17 (18,000 XP)

Desecrating Aura. Undead within 20 feet of the nightwalker have advantage on attack rolls and saving throws. When an undead creature enters this area for the first time in 24 hours, it gains 20 temporary hit points.

Evil Gaze. When a creature that can see the nightwalker's eyes starts its turn within 30 feet of the nightwalker, the nightwalker can force it to make a DC 18 Wisdom saving throw if the nightwalker isn't incapacitated and can see the creature. On a failed save, the creature becomes paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nightwalker's Evil Gaze for the next 24 hours.

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

Innate Spellcasting. The nightwalker's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *darkness*, *detect magic*, *dispel magic*, see *invisibility*

3/day each: *confusion*, *hold monster*, *invisibility*

1/day each: *cone of cold*, *finger of death*, *plane shift*

Sunlight Weakness. While in sunlight, the nightwalker has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The nightwalker slams twice. It can use Crush Item in place of a slam attack.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. **Hit:** 15 (2d6 + 8) bludgeoning damage plus 11 (2d10) necrotic damage.

Disarm. The nightwalker attempts to disarm a creature within 10 feet of it. The target creature must succeed on a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check (target's choice) or the nightwalker wrests one item the creature is holding from its grasp, holding it if the nightwalker has a free hand. The target has advantage on this check if it is holding the item in two hands.

Crush Item. The nightwalker crushes a Large or smaller object between its hands. If the item is nonmagical, it is destroyed. If the object is magical but not an artifact, roll a d20. On a roll of 2-19, the object is destroyed. The nightwalker cannot destroy artifacts.

Legendary Actions

The nightwalker 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 nightwalker regains spent legendary action options at the start of its turn.

Attack. The nightwalker makes one slam attack.

Disarm (Costs 2 Actions). The nightwalker uses its Disarm.

Summon Shadows (Costs 3 Actions). The nightwalker magically summons six shadows, that each appear in an unoccupied space within 60 feet of the nightwalker and act as its allies. They remain for 10 minutes, until they or the nightwalker dies, until the nightwalker dismisses them as an action, or until the nightwalker takes this action again.

NIGHTWING

Huge undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 162 (12d12 + 84)

Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +9, Wis +10, Cha +9

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

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

Senses darkvision 120 ft., passive Perception 15

Languages understands all languages but cannot speak, telepathy 120 ft.

Challenge 15 (13,000 XP)

Desecrating Aura. Undead within 20 feet of the nightwing have advantage on attack rolls and saving throws. When an undead creature enters this area for the first time in 24 hours, it gains 20 temporary hit points.

Innate Spellcasting. The nightwing's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *contagion*, *darkness*, *detect magic*, *see invisibility*

3/day each: *confusion*, *dispel magic*, *hold monster*, *invisibility*

1/day each: *cone of cold*, *finger of death*, *plane shift*

Sunlight Weakness. While in sunlight, the nightwing has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 11 (2d10) necrotic damage.

Magic Drain. The nightwing drains the magic from a magic item within 10 feet. If the item is in another creature's possession, that creature can make a DC 17 Charisma saving throw to avoid the effect. The item becomes nonmagical until it is restored by a *remove curse* or *dispel evil and good* spell or similar magic.

Legendary Actions

The nightwing 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 nightwing regains spent legendary action options at the start of its turn.

Attack. The nightwing makes one bite attack.

Magic Drain (Costs 2 Actions). The nightwing uses its Magic Drain.

Summon Shadows (Costs 3 Actions). The nightwing magically summons four shadows, that each appear in an unoccupied space within 60 feet of the nightwing and act as its allies. They remain for 10 minutes, until they or the nightwing dies, until the nightwing dismisses them as an action, or until the nightwing takes this action again.

NYPH

Nymphs are beautiful elflike creatures. Their beauty is so great it can blind creatures if the nymph wishes. They can stun others with a glance, and cast spells as Druids. Nymphs spoke Common and Sylvan in 3.5e, but since Common was removed from the Dryad's languages I removed it from the Nymph's as well.

NYPH

Medium fey, chaotic good

Armor Class 17

Hit Points 38 (7d8 + 7)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	17 (+3)	12 (+1)	16 (+3)	17 (+3)	19 (+4)
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Saving Throws Dex +5, Int +5, Wis +5, Cha +6

Skills Animal Handling +5, Insight +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 4 (1,100 XP)

Blinding Beauty. When a creature that can see the nymph starts its turn within 30 feet of the nymph, the nymph can force it to make a DC 14 Constitution saving throw if the nymph isn't incapacitated. On a failed save, the creature becomes blinded until the target's sight is restored by a *lesser restoration* spell or other magic.

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

Spellcasting. The nymph is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips: *druidcraft, guidance, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, entangle, speak with animals*

2nd level (3 slots): *heat metal, lesser restoration, pass without trace*

3rd level (3 slots): *call lightning, protection from energy*

4th level (1 slots): *conjure woodland beings*

Unearthly Grace. The nymph's AC includes its Charisma modifier.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Stunning Glance. The nymph glares at a creature it can see within 30 feet. The target must succeed on a DC 14 Constitution saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport (1/Day). The nymph magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

OGRE, BARBARIAN

Among the ogres, some have a ferocious temperament and a natural tendency to bully other ogres into submission. These ogre barbarians often serve as the chieftains of tribes.

OGRE BARBARIAN

Large giant, chaotic evil

Armor Class 14
Hit Points 104 (11d10 + 44)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	7 (–2)	7 (–2)	7 (–2)

Saving Throws Str +8, Con +7, Wis +1
Senses darkvision 60 ft., passive Perception 8
Languages Giant
Challenge 5 (1,800 XP)

Unarmored Defense. While the ogre is wearing no armour, its AC includes its Constitution modifier.

Rage (Recharges after a Short or Long Rest). As a bonus action, the ogre can enter a rage at the start of its next turn. The rage lasts for 1 minute or until the ogre is incapacitated. While raging, the ogre gains the following benefits:

- The ogre has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the ogre gains a +2 bonus on the damage roll.
- The ogre is resistant to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The ogre makes two melee attacks

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

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

OOZE, ELDER BLACK PUDDING

Elder black puddings are black puddings which have grown to enormous size. Besides being larger, tougher, and stronger, they are otherwise identical to regular black puddings.

ELDER BLACK PUDDING

Huge ooze, unaligned

Armor Class 7
Hit Points 230 (20d12 + 100)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (–3)	21 (+5)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities acid, cold, lightning, slashing

Damage Resistances blinded, charmed, deafened, exhaustion, frightened, prone

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

Languages —
Challenge 12 (8,400 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 1-inch-thick, nonmagical wood or metal in 1 round.

Actions

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 36 (8d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

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

PHANTOM FUNGUS

A phantom fungus is an ambulatory fungus with the intelligence of a mammal which is completely invisible.

PHANTOM FUNGUS

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	2 (−4)	11 (+0)	9 (−1)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Languages —
Challenge 1 (200 XP)

Invisible. The fungus is invisible. It becomes visible 1 minute after being killed.

Actions

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

PHASM

Phasms are amorphous blobs which can assume the form of other creatures. Unlike doppelgangers, their shapechanging mimics the *polymorph* spell, not the *alter self* spell; thus, its statistics mostly changed to match those of the creature it is shifting into. To mimic this in 5e, instead of the Shapechanger trait I've given them the Change Shape action option. The phasm usually fights in shapechanged form; thus, its actual statistics matter very little when it comes to its CR. If it can change shape into a CR 5 gladiator, it has to be at least CR 5.

PHASM

Medium aberration (shapechanger), chaotic neutral

Armor Class 12
Hit Points 84 (13d8 + 26)
Speed 20 ft.

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

Skills Deception +8, Perception +5, Persuasion +5
Condition Immunities prone
Senses tremorsense 60 ft., passive Perception 15
Languages Common, telepathy 120 ft.
Challenge 5 (1,800 XP)

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

Actions

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

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

RAKSHASA

In 3.5e, Rakshasas have true Sorcerer spellcasting; however, in 5e this was removed in favor of Innate Spellcasting. Some rakshasas might have more extensive spellcasting powers. Their Innate Spellcasting trait is replaced by the following two traits:

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self*
1/day each: *dominate person, plane shift, true seeing*

Spellcasting. The rakshasa is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa has the following cleric spells prepared:

Cantrips: *fire bolt, light, mage hand, message, resistance*
1st level (4 slots): *charm person, detect magic, sleep*
2nd level (3 slots): *invisibility, suggestion*
3rd level (3 slots): *fly, major image*
4th level (1 slots): *confusion*

Some legends say that a single blessed crossbow bolt can slay a rakshasa. This was a quirk from 3.0 and (I assume) previous editions; it was removed for obvious reasons (and now exists only as vulnerability to magical piercing weapons wielded by good creatures), but I feel like it can still work for some campaigns. It is an option in your DM playbook that you should be aware of.

RAST

Rasts are floating, spider-like creatures from the plane of fire. Their gaze is paralyzing, and they can grab enemies and drain their blood. Interestingly, they don't have any fire-related abilities.

I've increased their hit points and damage output considerably to bring their CR up a bit.

RAST

Medium elemental, unaligned

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 5 ft., fly 60 ft. (hover)

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

Damage Immunities fire
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Paralyzing Gaze. If a creature starts its turn within 30 feet of the rast and the two of them can see each other, the rast can force the creature to make a DC 12 Constitution saving throw if the rast isn't incapacitated. On a failed save, the creature is paralyzed until the end of the rast's next turn.

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

Actions

Multiattack. The rast attacks four times with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, and the target's hit point maximum is reduced by an amount equal to the damage taken.

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

RAVID

Ravids are serpentine creatures from the positive energy plane. Objects around them spontaneously animate, defending the ravid (though they are not controlled by it). They can lash enemies with positive energy, though this only affects undead. Despite their size and CR, ravids have incredibly tough hides.

RAVID

Medium elemental, neutral

Armor Class 19 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Damage Immunities fire, radiant
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Life-Bringing Aura. At the start of each of the ravid's turns, a random object of Large size or smaller within 20 feet of the ravid animates as though through the *animate objects* spell for 1 minute. Regardless of its form, the object has 10 hit points. The object defends the ravid to the best of its ability.

Actions

Multiattack. The ravid makes two attacks: one with its claw and one with its tail.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is an undead, it takes an additional 11 (1d10) damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is an undead, it takes an additional 11 (1d10) damage.

SALAMANDER

Salamanders are snakelike creatures from the fire elemental plane.

Salamanders underwent a significant change upon conversion to 5e. In 3.5e there are three variations of salamander: the Small Flamebrothers, the Medium Average Salamanders, and the Large Noble Salamanders. Noble salamanders arise from the ranks of average salamanders, though flamebrothers are a separate, though related, race. In 5e there are two: a salamander which resembles an average salamander in CR but is Large, and the Medium-sized Fire Snake which represents a salamander hatchling.

To me, there's two methods of fixing this inconsistency: Completely remake all three for 5e, or just live with Large-sized average salamanders and add the Small flamebrothers and Large-sized nobles regardless (which is what I went with). There could be an argument for Huge-sized nobles, but I decided that leaving them at large cements their position as "salamanders with spells" and not "entirely new race of larger salamander".

FLAMEBROTHER

Small elemental, neutral evil

Armor Class 13 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 1/2 (100 XP)

Heated Body. A creature that touches the flamebrother takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the flamebrother wields deals an extra 2 (1d4) fire damage on a hit (included in the attack).

Actions

Multiattack. The flamebrother makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack, plus 2 (1d4) fire damage.

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

VARIANT: NOBLE SALAMANDER

The elite of salamander society have innate fire-based spellcasting and improved martial might. These salamanders have an AC of 18 (plate), a challenge rating of 10 (5,900 XP), and the following adjustments to their statblock:

- The salamander has 150 (20d10 + 40) hit points.
- The salamander's Intelligence score is 16 (+3).
- The salamander can attack twice with its spear when it uses the Multiattack action.
- The archon deals an additional 7 (2d6) fire damage when it hits with a weapon attack.

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

3/day: *burning hands*, *fireball*, *flaming sphere*, *wall of fire*

1/day: *dispel magic*, *conjure elemental* (fire elementals only)

LETHAL SHOCK

When two or more shocker lizards within 5 feet of each other work together, they can release a deadly spark. Each of the shocker lizards must use its action in the same round. When the last lizard uses its action, a 20-foot radius burst of lightning spreads from any lizard in the group. Each creature in that area must make a Dexterity saving throw, with a DC equal to 10 plus the number of shocker lizards contributing to the shock. The shock deals 9 (2d8) lightning damage per shocker lizard involved, to a maximum of 54 (12d8). This damage is lethal and targets reduced to 0 hit points by it are dying, not stabilized.

SHADOW, GREATER

Particularly old shadows that have consumed the strength of many creatures might become greater shadows. A greater shadow is an ordinary shadow, with a challenge rating of 3 (700 XP) and the following adjustments:

- The greater shadow has 66 (12d8 + 12) hit points.
- The greater shadow has a +6 bonus on Stealth checks (+8 in dim light or darkness)
- The shadow has +6 to hit with its Strength Drain, deals 18 (4d6 + 4) necrotic damage, and reduces the target's Strength score by 2d4.

SHOCKER LIZARD

The shocker lizard is, as the name implies, a small blue lizard that can electrocute nearby creatures. Several lizards can work together to make a bigger shock.

SHOCKER LIZARD

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	3 (−4)	12 (+1)	6 (−2)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Electricity Sense. The lizard senses any electric discharges within 120 feet.

Actions

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

Stunning Shock. The lizard shocks a target within 5 feet. If the target is a creature, it must make a DC 11 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one. If the target creature is reduced to 0 hit points, the target is stable but unconscious.

SKELETONS

They're spooky. They're scary. And 3.5e has no fewer than **nine** separate sample skeleton statblocks (say that five times fast!).

These bony beasts are, in order of CR, a human warrior (which basically resembles the basic skeleton, so I won't reconvert it here), a wolf, an owlbear, a troll, a chimera, an ettin, a giant raptor, a cloud giant, and a young adult red dragon.

I'm also supplying a template to turn pretty much any monster into a skeleton. In addition to the traits listed in the template, you might decide to give skeletons immunity to cold damage and/or the charmed, frightened, and unconscious conditions.

SKELETON TEMPLATE

Any vertebrate can become a skeleton. It understands the languages it knew in life but can't speak. It keeps its statistics, except as follows.

Challenge. It's exceedingly difficult to make an accurate formula for determining the CR of a creature turned into a skeleton. Use the guidelines in the *Dungeon Master's Guide* to recalculate the rating after you apply the template.

Undead. The skeleton is undead, and doesn't require air, food, drink, or sleep.

Alignment. The skeleton is lawful evil.

Natural Armor. The skeleton has natural armor depending on its size. A Small or smaller skeleton has no natural armor. A Medium skeleton has natural armor of 11 + Dexterity. A Large skeleton has a natural armor of 12 + Dexterity. A Huge skeleton has a natural armor of 14 + Dexterity. A Gargantuan skeleton has a natural armor of 16 + Dexterity.

Ability Scores. The skeleton's Constitution score becomes 15 (+2), its Intelligence becomes 6 (–2), its Wisdom becomes 8 (–1), and its Charisma becomes 5 (–3). Its Intelligence, Wisdom, and Charisma scores don't increase if they were already below these values.

Vulnerability. The skeleton is vulnerable to bludgeoning damage.

Immunities. The skeleton is immune to poison damage and the exhausted and poisoned conditions.

Senses. The skeleton has darkvision with a radius of 60 ft., if it didn't already have better vision.

Special Abilities. The skeleton loses any traits or action options that relied on the skeleton's non-skeletal anatomy, such as a dragon's breath weapon. Almost all skeletons also lose all magical abilities (such as Spellcasting, Innate Spellcasting, or telepathy) and other features which rely on personal knowledge (such as Sneak Attack or Parry). Those skeletons that do not lose these abilities are exceptional individuals, and oftentimes have mental ability scores higher than the normal limits for skeletons.

WOLF SKELETON

Medium undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

OWLBEAR SKELETON

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	3 (–4)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Actions

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

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

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

TROLL SKELETON

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	3 (−4)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Giant but can't speak
Challenge 2 (450 XP)

Actions

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

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

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

CHIMERA SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	3 (−4)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Draconic but can't speak
Challenge 4 (1,100 XP)

Actions

Multiattack. The skeleton makes three attacks: one with its bite, one with its horns, and one with its claws.

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

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

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

ETTIN SKELETON

Large undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (−1)	15 (+2)	3 (−4)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Giant and Orc but can't speak
Challenge 3 (700 XP)

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

Actions

Multiattack. The skeleton makes two attacks: one with its battleaxe and one with its morningstar.

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

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

ADULT RED DRAGON SKELETON

Huge undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 161 (19d12 + 38)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands Common and Draconic but can't speak
Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

MEGARAPTOR SKELETON

Huge undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 102 (12d12 + 24)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 7 (2,900 XP)

Pounce. If the skeleton moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

CLOUD GIANT SKELETON

Huge undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 136 (16d12 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common and Giant but can't speak
Challenge 6 (2,300 XP)

Actions

Multiattack. The skeleton makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

SKUM

Skum are loathsome aquatic humanoid created by aboleths as slaves. They don't have any special attacks or abilities.

SKUM

Medium aberration, lawful evil

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 20 ft., swim 40 ft.

STRDEXCONINTWISCHA

19 (+4)13 (+1)15 (+2)10 (+0)10 (+0)6 (-2)

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 1/2 (100 XP)

Amphibious.

Aquatic Hunter.

Actions

Multiattack.

Bite.

Claw.

SPHINX

The 5e PHB includes two varieties of sphinx: Androsphinx and Gynosphynx. The 3.5e MM includes two additional varieties of sphinx, both of which are male and lack spellcasting or other magical abilities: The neutral-aligned Criosphinx, and the chaotic evil Hieracosphinx. Since they're both of similar size and CR, I've supplied a statblock for a Criosphinx and a list of changes to make to represent a Hieracosphinx.

The other two sphinxes are relatively similar between the two editions, and conversion is not necessary. However, you might decide to have Androsphinxes be Chaotic Good and Gynosphinxes Neutral, as they are in 3.5e. Additionally, you might decide that all sphinxes know Draconic.

In addition, some gynosphinxes have the following trait:

Innate Spellcasting (1/Week) The sphinx can innately cast *symbol* (spell save DC 16), requiring no material components. Its spellcasting ability is Charisma. The spell's duration is 1 week or until triggered.

CRIOSPHINX

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., fly 60 ft.

STRDEXCONINTWISCHA

21 (+5)10 (+0)18 (+4)10 (+0)10 (+0)10 (+0)

Skills Intimidate +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sphinx

Challenge 8 (100 XP)

Actions

Multiattack.

Ram.

Claw.

VARIANT: HIERACOSPHINX

A hieracosphinx is a criosphinx, with the following adjustments to its statblock:

The hieracosphinx is chaotic evil.

The hieracosphinx's Intelligence score is 6 (-2).

The hieracosphinx has a bite instead of a ram. It deals piercing damage instead of bludgeoning.

SPIDER EATER

Spider eaters resemble giant, two-legged hornets with bat wings. They are often used as mounts by other creatures. Their poison paralyzes opponents for weeks, and the spider eater lays its eggs inside them. They also have a continuous, magical freedom of movement ability.

SPIDER EATER

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., fly 60 ft.

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

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Actions

Multiattack. The spider eater makes two attacks: one with its bite and one with its sting.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. A creature poisoned for 1 minute in this way is paralyzed for six weeks.

SPRITE, GRIG

Grigs are tiny fey with humanoid upper bodies but the lower bodies, wings, and antennae of crickets. They have a small list of spell-like abilities, and can play a fiddle that causes nearby creatures to dance uncontrollably.

GRIG

Tiny fey, neutral good

Armor Class 14
Hit Points 3 (1d4 + 1)
Speed 20 ft., fly 40 ft.

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

Skills Perception +3, Performance +4, Stealth +6
Senses passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting. The grig's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

3/day: *disguise self*, *entangle*, *invisibility*, *minor illusion*

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

Standing Leap. The grig's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Fiddle (Recharges after a Short or Long Rest). The grig begins to play its fiddle. Each non-fey creature within 30 feet of the grig must succeed on a DC 12 Wisdom saving throw or begin to dance uncontrollably. On each of the creature's turns, it must use all its movement to dance without leaving its space. The creature has disadvantage on Dexterity saving throws and attack rolls, and other creatures have advantage on attack rolls against it. The effect lasts as long as the grig plays the fiddle and maintains concentration (as if concentrating on a spell). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiddling of all grigs for 24 hours.

SPRITE, NIXIE

Nixies are fey sprites which live in ponds and lakes. They charm other creatures into performing manual labor, releasing them before the effect wears off. They can also grant creatures the ability to breathe water.

NIXIE

Small fey, neutral

Armor Class 13
Hit Points 7 (2d6)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	12 (+1)	13 (+1)	18 (+4)

Skills Animal Handling +5, Deception +6, Perception +5, Performance +6, Stealth +5
Senses passive Perception 15
Languages Aquan, Sylvan
Challenge 2 (450 XP)

Amphibious. The nixie can breathe air and water.
Innate Spellcasting (1/Day). The nixie can innately cast *water breathing*, requiring no material components. Its spellcasting ability is Charisma.
Magic Resistance. The grig has advantage on saving throws against spells and other magical effects.

Actions

Fey Charm. The nixie targets one humanoid or beast that it can see within 30 feet of it. If the target can see the nixie, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the nixie as a trusted friend to be headed and protected. Although the target isn't under the nixie's control, it takes the nixie's requests or actions in the most favorable way it can.
Each time the nixie or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the nixie dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the nixie's Fey Charm for the next 24 hours.
The nixie can have no more than one humanoid and up to three beasts charmed at a time.

ADDITIONAL PIXIE SPELLCASTING

One in ten pixies can cast the *Otto's irresistible dance* spell. It is added to the pixie's list of spells it can cast 1/day.

HELLWASP SWARM

Hellwasps are evil, magical insects from the infernal planes. When swarming, they form a sort of hive-mind. Their stings are poisonous, and they can inhabit dead or helpless creatures to wear them like a suit. If the swarm starts an encounter inhabiting a creature, you should grant XP for the zombie as well as the swarm. It is a **swarm of wasps** with a challenge rating of 3 (700) and the following adjustments to its statblock:

- The hellwasp swarm is composed of fiends, not beasts.
- The hellwasp swarm has 67 (15d8) hit points.
- The hellwasp swarm has an Intelligence of 6 (-2). If it drops below 15 hit points, its intelligence becomes 1 (-5).
- The hellwasp swarm is resistant to fire damage.
- The hellwasp swarm has darkvision with a radius of 60 ft.
- The hellwasp deals an additional 14 (4d6) poison damage when it hits with its bite attack.
- The hellwasp has the following trait:

Inhabit. The swarm can enter the body of a dead or incapacitated creature by crawling into its mouth or other orifices. Inhabiting a creature takes 1 minute, during which time the swarm is incapacitated. A hellwasp swarm can inhabit a Small, Medium, or Large creature, and four can work together to inhabit a Huge creature. If the inhabited creature is alive, it takes 5 necrotic damage at the start of each of the hellwasp's turns. A dead creature inhabited by the swarm or a creature killed while being inhabited by the swarm uses the statistics of a **zombie** if it was Small or Medium or an **ogre zombie** if it was Large.

TENDRICULOS

The tendriculos is a plant creature that appears as an amorphous mass of vegetation with two tendril-like arms and a gaping maw. It grabs and swallows opponents, who are paralyzed as they are slowly eaten alive. They regenerate unless subject to acid or bludgeoning damage; I guess the idea is that if you cut a part off it grows back, but if you just keep whacking it really hard there's nothing to really grow back.

THOQQUA

The thoqqua are a species of wormlike monsters from the elemental planes of earth and fire. They appear in the adventure *The Sunless Citadel*, which was converted to 5e; in that adventure, they are represented by the fire snake statblock. At first I was a little disappointed, but the fire snake actually is almost identical to the thoqqua.

Though they are unrelated to the salamander reproductive cycle, thoqqua use the **fire snake** statblock but their bite attack is replaced with a slam that deals bludgeoning damage instead of piercing.

TITAN

Though their origin stories are different, the 5e empyrean generally resembles the titan of 3.5e. For the most part, I'm happy with their conversion, though I would make a few adjustments. Note that these adjustments should only really apply to Emphyreans which are modeled off of the Titans of 3.5e. The titan can be of any chaotic alignment. The titan has a challenge rating of 25 (75,000 XP), can change shape, and its Innate Spellcasting trait is replaced by the following:

Change Shape. The titan magically polymorphs into a humanoid that has a challenge rating of no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the titan's choice).

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

Innate Spellcasting. The titan's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm monster*, *fireball*, *lightning bolt*, *hold monster*, *invisibility*, *levitate*, *major image*
3/day: *chain lightning*, *conjure Fey*, *cure wounds* (4d8 + 8), *fire storm*
1/day: *etherealness*, *gate*, *maze*, *meteor swarm*

In addition, a good-aligned titan can cast *daylight* and *remove curse* at will and *greater restoration* 1/day, and an evil-aligned titan can cast *bestow curse* and *darkness* at will and *Bigby's hand* 1/day.

TENDRICULOS

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	5 (-3)	8 (-1)	3 (-4)

Senses passive Perception 9

Languages —

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The tendriculos makes three attacks: one with its bite and two with its tendrils. The tendriculos can use Swallow in place of a bite attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) piercing damage. The target is grappled (escape DC 17) if the tendriculos isn't already grappling a creature in its mouth. The tendriculos can't make bite attacks against other creatures if it is grappling a creature in its mouth.

Tendril. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 9 (1d6 + 6) bludgeoning damage, and the target must succeed on a DC 14 Strength or Dexterity saving throw (the target's choice) or become grappled (escape DC 14). If the target is grappled, the tendriculos can make one bite attack against it as a bonus action.

Swallow. The tendriculos makes one bite attack against a Medium or smaller target it is grappling in its mouth. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the tendriculos, and it takes 7 (2d6) acid damage at the start of each of the tendriculos's turns. A tendriculos can have only one creature swallowed at a time.

A creature swallowed by a tendriculos must succeed on a DC 17 Constitution saving throw at the start of each of its turns or be paralyzed until the end of its next turn.

TOJANDA

Tojanda are turtle-like elemental creatures from the plane of water. They can emit a cloud of ink underwater, or fire it in an opponent's eyes out of water in order to blind them.

JUVENILE TOJANDA

Small elemental, neutral

Armor Class 16 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 10 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	10 (+10)	12 (+1)	9 (–1)

Skills Perception +5
Damage Immunities acid, cold
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 15
Languages Aquan
Challenge 1 (200 XP)

Shell. The tojanda can use a bonus action to retract into or emerge from its shell. While retracted, the tojanda gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

Actions

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

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

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

Ink Cloud (Recharge 6). While underwater, the tojanda can emit a cloud of jet-black ink in a 30-foot radius sphere around itself. Its area is heavily obscured.

If the tojanda is out of water, it instead targets a creature within 30 feet with a stream of ink. The creature must succeed on a DC 12 Dexterity saving throw or become blinded until the end of its next turn.

ADULT TOJANDA

Medium elemental, neutral

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 10 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+10)	12 (+1)	9 (–1)

Skills Perception +5
Damage Immunities acid, cold
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 15
Languages Aquan
Challenge 4 (1,100 XP)

Shell. The tojanda can use a bonus action to retract into or emerge from its shell. While retracted, the tojanda gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

Actions

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

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Ink Cloud (Recharge 6). While underwater, the tojanda can emit a cloud of jet-black ink in a 30-foot radius sphere around itself. The area is heavily obscured.

If the tojanda is out of water, it instead targets a creature within 30 feet with a stream of ink. The creature must succeed on a DC 13 Dexterity saving throw or become blinded until the end of its next turn.

ELDER TOJANDA

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 10 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	13 (+1)	19 (+4)	10 (+10)	12 (+1)	9 (–1)
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Skills Perception +7

Damage Immunities acid, cold

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 17

Languages Aquan

Challenge 7 (2,900 XP)

Shell. The tojanda can use a bonus action to retract into or emerge from its shell. While retracted, the tojanda gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Ink Cloud (Recharge 6). While underwater, the tojanda can emit a cloud of jet-black ink in a 30-foot radius sphere around itself. The area is heavily obscured.

If the tojanda is out of water, it instead targets a creature within 30 feet with a stream of ink. The creature must succeed on a DC 15 Dexterity saving throw or become blinded until the end of its next turn.

TRITON

Tritons are elemental humanoids native to the material plane. In 3.5e, they can summon aquatic beasts and water elementals but otherwise don't have any special abilities.

Tritons exist in 5e but are largely distinct from tritons in 3.5e. They are humanoids, not outsiders/elementals, they have legs, and while they have innate spellcasting they have *fog cloud*, *gust of wind*, and *wall of water* instead of *summon elemental*. This statblock assumes that you're not using the Triton race from Volo's Guide.

While their CR should be around 1/4, since the triton can summon a CR 1/2 creature, I just set its CR to 1/2. Why 1/2 and not more, since the triton can deal its own damage in addition to that of its summoned creature? Because there's a good chance that, if the party wins initiative, they'll kill it before it can summon anything.

TRITON

Medium elemental, neutral good

Armor Class 14 (scale mail)

Hit Points 16 (3d8 + 3)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	10 (+0)	12 (+1)	13 (+1)	13 (+1)	11 (+0)
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Senses darkvision 60 ft., passive Perception 11

Languages Common, Aquan

Challenge 1/2 (100 XP)

Actions

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Summon Aquatic Ally (1/Day). The triton magically summons a small water elemental or a reef shark. The summoned creature appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

TROLL, HUNTER

Some of the more intelligent trolls become talented hunters in order to more easily slay and eat humanoid.

TROLL HUNTER

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +8, Stealth +7, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Giant

Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The troll makes three attacks: two with its battleaxe and one with its claw.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used in two hands.

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

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

UMBER HULK, TRULY HORRID

Umbur Hulks sometimes grow to tremendous size and strength. These umber hulks are normal umber hulks, with the following adjustments to their statblock:

- The umber hulk's size is Huge.
- The umber hulk has 253 (22d12 + 110) hit points.
- The umber hulk's Strength score is 24 (+7), and its Constitution score is 20 (+5).
- The umber hulk's challenge rating is 13 (10,000 XP).
- The DC for the umber hulk's Confusing Gaze is 17.
- The umber hulk's Claw and Mandible action options are replaced by the following:

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Mandibles. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

UNICORN VARIANT: CELESTIAL CHARGER

Some unicorns devote themselves to a deity - typically a good-aligned nature deity such as Ehlonna or Mielikki - and can cast spells as a cleric. These are normal unicorns with 135 (18d10 + 36) hit points, a Wisdom score of 20 (+5), 7 (2d6) extra radiant damage on a hit with a melee weapon attack, a challenge rating of 11 (7,200 XP), and the following trait:

Spellcasting. The unicorn is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The unicorn has the following cleric spells prepared:

Cantrips: *guidance, light, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, bless, shield of faith*

2nd level (3 slots): *animal messenger, lesser restoration, prayer of healing*

3rd level (3 slots): *beacon of hope, protection from energy, remove curse*

4th level (1 slots): *guardian of faith*

VAMPIRE

Vampires work much differently between 3.5e and 5e. In 3.5e, any vampire with 5 or more hit dice becomes a true vampire, which is a template which is applied to a normal creature, and one with 4 or less becomes a vampire spawn. In 5e, any creature originally turned into a vampire becomes a spawn, and it only becomes a true vampire after drinking the blood of a true vampire. And in 5e true vampires are not a template, but are a standalone CR 13 statblock. Thus, even a commoner bitten by a vampire then freed becomes a fully-fledged vampire, legendary actions and all.

If you want a Vampire template, I would suggest just applying the Player Characters as Vampires rule to NPCs and re-calculating its CR. I'm just creating two statblocks: a lesser vampire that mimics the 5th-level Fighter, and a shadow monk variant to the MM vampire statblock (similar to the **warrior vampire** and **spellcaster vampire**).

Vampires can be of any evil alignment, and do not have the shapechanger subtype.

VARIANT: VAMPIRE SHADOWDANCER

Some vampires have training in martial arts and the ability to manipulate the shadows. A **shadowdancer vampire** wielding a kama (sickle) has a challenge rating of 15 (13,000) and the following additional action options. The vampire can spend 1 legendary action to use its Shadow Jaunt.

Multiattack. The vampire makes four attacks: two with its sickle and two unarmed strikes. It can make one bite attack in place of an unarmed strike.

Sickle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Shadow Jaunt. The vampire magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

VAMPIRE, LESSER

Medium undead, any evil alignment

Armor Class 16 (chain mail)

Hit Points 82 (9d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)
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Saving Throws Dex +7, Wis +4, Cha +5

Skills Perception +4, Stealth +7

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

Senses darkvision 120 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Spiked Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of bludgeoning damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

WRAITH, DREAD WRAITH

The most ancient and evil wraiths are known as dread wraiths, and are larger and more powerful than ordinary wraiths. Wraiths are lawful evil, not neutral evil.

XILL

Xill are insectoid marauders from the ethereal plane. Their bite paralyzes, and they can grapple opponents and implant eggs into them, which hatch 90 days later, usually killing the host.

DREAD WRAITH

Large undead, lawful evil

Armor Class 15

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	20 (+5)	16 (+3)	16 (+3)	18 (+4)	19 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 9 (5,000 XP)

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

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

Lifesense. The wraith automatically senses the presence of living creatures within 60 feet, and knows how many hit points they have.

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

Actions

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 41 (8d8 + 5) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Wraith. The dread wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the dread wraith's control. The dread wraith can have no more than three wraiths under its control at one time.

XILL

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

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

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Infernal

Challenge 5 (1,800 XP)

Ethereal Jaunt. As a bonus action, the xill can magically shift from the Ethereal Plane to the Material Plane. As an action, the xill can begin to magically shift from the Material Plane to the Ethereal Plane. Attacks against the xill have disadvantage until the start of the xill's next turn, when it enters the Ethereal Plane.

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

Actions

Multiattack. The xill makes four attacks: two with its shortwords and two with its claws. If it is grappling a creature, it makes a bite attack.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the xill can't use that claw on another target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one grappled creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Implant. The xill infects a paralyzed creature within 5 feet with disease, implanting eggs inside of it. About three months later, the young emerge, eating the host from the inside. The young deal 13 (2d12) damage to the host at the start of each of its turns, burrowing out of its flesh when the host dies.

If the disease is cured before the young emerge, they are disintegrated. The eggs can be removed with a successful CR 20 Wisdom (Medicine) check, but the host takes 13 (2d12) damage in the process, whether the check is successful or not.

XORN

The 5e Monster Manual includes only a Medium-sized xorn. This xorn approximates the average xorn in 3.5e, though that edition also includes the Small-sized minor xorn and Large-sized elder xorn.

You might decide to give xorns immunity to cold and fire damage, and resistance to lightning, like in 3.5e.

MINOR XORN

Small elemental, neutral

Armor Class 18 (natural armor)

Hit Points 42 (5d6 + 25)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +4, Stealth +2

Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantite

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

Languages Terran

Challenge 3 (700 XP)

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

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

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:* 9 (2d6 + 2) piercing damage.

ELDER XORN

Large elemental, neutral

Armor Class 20 (natural armor)

Hit Points 137 (11d10 + 77)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	10 (+0)	24 (+7)	11 (+0)	10 (+0)	11 (+0)
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Skills Perception +4, Stealth +2

Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantite

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

Languages Terran

Challenge 8 (3,900 XP)

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

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three 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:* 21 (5d6 + 4) piercing damage.

YRTHAK

The yrthak is a strange flying predator. It appears as a sort of blind green pterodactyl with a spiral horn sticking from its head. It can fire beams of sonic energy from its horn, and navigates by echolocation.

YRTHAK

Huge monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	14 (+2)	17 (+3)	7 (–2)	13 (+1)	11 (+0)
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Skills Perception +7

Damage Vulnerabilities thunder

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

Languages —

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

Sonic Lance (Recharge 5-6). *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 27 (6d8) thunder damage. If the lance strikes the ground, a stone wall, a boulder, or a similar object, it creates an explosion of shrapnel in a 10-foot radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 13 (3d8) slashing damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Rules for zombies are more varied than those for skeletons in 5e. Human and ogre zombies are somewhat straightforward: 6 Dex, 3 Int, 6 Wis, 5 Cha. The only problem is Constitution: While the human zombie has 16 Constitution, the ogre zombie has 18, which is two higher than normal for an ogre (16). The zombies introduced in Tomb of Annihilation only complicate things further: all three have Constitution scores equal to their not-zombie counterparts. The Ankylosaurus retains its Int of 2, but the T-Rex went down a point to 1, for some reason. The girallon also has an extra point of Wisdom: 7 instead of 6. The T-Rex has normal zombie Dexterity (6), but the Ankylosaurus has 9 and the Girallon 12. Likewise, the Beholder has 8 Dex and 8 Wis instead of the usual 6 and 5, and its Constitution actually *decreases* by 2 points, from 18 to 16.

The ogre zombie has two more hit dice than a regular ogre, while the beholder zombie has 8 fewer. All of the zombies in ToA have the same number of hit dice as their non-zombie counterparts.

All zombies in the Monster Manual are proficient in Wisdom saves, but none of those in ToA are.

There's no obvious trend here. For the template, I'm going simple. The statblocks will generally fit the template when applied to a given creature, except where I felt that the other zombie statblocks indicated that a change was warranted.

The 3.5e Monster Manual includes nine zombies: A kobold, a human commoner (which is analogous to the basic zombie in the MM), a troglodyte zombie, a bugbear zombie, an ogre zombie (which is equivalent to the ogre zombie in the MM), a minotaur zombie, a wyvern zombie, an umber hulk zombie, and a gray render zombie.

ZOMBIE TEMPLATE

Any living, corporeal creature can become a zombie. It understands the languages it knew in life but can't speak. It keeps its statistics, except as follows.

Challenge. It's exceedingly difficult to make an accurate formula for determining the CR of a creature turned into a zombie. Use the guidelines in the *Dungeon Master's Guide* to recalculate the rating after you apply the template.

Undead. The zombie is undead, and doesn't require air, food, drink, or sleep.

Alignment. The zombie is neutral evil.

Ability Scores. The zombie's Dexterity becomes 6 (–2), Intelligence becomes 3 (–4), its Wisdom becomes 6 (–2), and its Charisma becomes 5 (–3). Its ability scores don't increase if they were already below these values.

Immunities. The zombie is immune to poison damage and the poisoned condition.

Senses. The zombie has darkvision with a radius of 60 ft., if it didn't already have better vision.

Special Abilities. The zombie loses any traits or action options that relied on the zombie's internal anatomy, such as a dragon's breath weapon. Almost all zombies also lose all magical abilities (such as Spellcasting, Innate Spellcasting, or telepathy) and other features which rely on personal knowledge (such as Sneak Attack or Parry). Exceptions, such as the beholder zombie's eye rays, do exist.

Zombies have the following trait:

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

KOBOLD ZOMBIE

Small undead, neutral evil

Armor Class 11

Hit Points 14 (4d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Draconic but can't speak

Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

TROGLODYTE ZOMBIE

Medium undead, neutral evil

Armor Class 9 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (–2)	14 (+2)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Troglodyte but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

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

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

BUGBEAR ZOMBIE

Medium undead, neutral evil

Armor Class 11

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Goblin but can't speak

Challenge 1/2 (100 XP)

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

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

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

MINOTAUR ZOMBIE

Large undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	18 (+4)	3 (–4)	8 (–1)	5 (–3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal but can't speak

Challenge 3 (700 XP)

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

Labyrinthine Recall. The zombie can perfectly recall any path it has traveled.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

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

WYVERN ZOMBIE

Large undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	18 (+4)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 5 (700 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

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

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

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

UMBER HULK ZOMBIE

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	18 (+4)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages understands UMBER HULK but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: two with its claws and one with its mandibles.

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

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

GRAY RENDER ZOMBIE

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	24 (+7)	3 (–4)	10 (+0)	5 (–3)

Saving Throws Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

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

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

ANIMALS

The 3.5e Monster Manual includes various normal animals which just didn't make it into 5e yet. Where there isn't an appropriate stand-in in 5e (for example, there's no sense making a Giant Squid where the Giant Octopus substitutes fine), I've converted them to 5e here.

WHALE

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 210 (12d20 + 84)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (−1)	24 (+7)	4 (−3)	10 (+0)	6 (−2)

Skills Perception +8
Senses blindsight 120 ft., passive Perception 18
Languages —
Challenge 9 (5,000 XP)

Hold Breath. While underwater, the whale can hold its breath for 1 hour.

Actions

Multiattack. The whale attacks once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

BALEEN WHALES

Many whales feed only on plankton and other small organisms, and lack a real bite attack. They are usually gentle creatures, more likely to flee than fight. They are normal whales, but have a challenge rating of 6 (2,300 XP), do not have the Multiattack or Bite action options, and only have a +6 bonus to hit with their tail.

HUGE POISONOUS SNAKE

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 51 (6d12 + 12)
Speed 30 ft., swim 30 ft.

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

Skills Perception +2
Senses passive Perception 10
Languages —
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

MANTA RAY

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 33 (6d10)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	10 (+0)	1 (−5)	10 (+0)	3 (−4)

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

Water Breathing. The manta ray can breathe only underwater.

Actions

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

ORCA

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	5 (–3)	13 (+1)	6 (–2)

Skills Perception +6

Senses blindsight 120 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Hold Breath. While underwater, the whale can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

WOLVERINE

Medium animal, unaligned

Armor Class 13 (natural armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft., burrow 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	3 (–4)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Feral Rage. Whenever the wolverine takes damage, it enters a rage at the start of its next turn. The rage lasts for 1 minute or until the wolverine is incapacitated. While raging, the wolverine gains the following benefits:

- The wolverine has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the wolverine gains a +2 bonus on the damage roll.
- The wolverine is resistant to bludgeoning, piercing, and slashing damage.

Actions

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

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

VERMIN

Various varieties of insect are described in Chapter 3 of the 3.5e Monster Manual, most of which did not make it into 5e. Those that did - such as the various spiders and scorpions - are given far fewer options when it comes to size.

I decided that the Giant Wasp adequately covers the Giant Bee, and that it didn't warrant conversion.

The following vermin are converted in this guide:

- Giant ants (workers, soldiers, and queens)
- Giant beetles (bombardier and stag)
- Giant Praying Mantes.
- All 6 size categories (Tiny, Small, Medium, Large, Huge, Gargantuan) for monstrous centipedes, scorpions, and spiders (except where already present).

GIANT SOLDIER ANT

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 50 ft., climb 20 ft.

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

Skills Perception +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

Actions

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, the target is grappled (escape DC 12), and the ant can make a sting attack against it as a bonus action. Until this grapple ends, the ant can't use its bite on another target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature grappled by the ant. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

GIANT WORKER ANT

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 18 (4d8)

Speed 50 ft., climb 20 ft.

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

Skills Perception +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

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

Actions

Mandibles. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target is grappled (escape DC 10). Until this grapple ends, the ant can't use its bite on another target.

GIANT ANT QUEEN

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	13 (+1)	1 (-5)	10 (+0)	6 (-2)

Skills Perception +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Actions

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, the target is grappled (escape DC 12). Until this grapple ends, the ant can't use its bite on another target.

GIANT PRAYING MANTIS

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	15 (+2)	1 (–5)	14 (+2)	6 (–2)

Skills Perception +4, Stealth +3

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Plant Camouflage. The mantis has advantage on Dexterity (Stealth) checks made to hide in plant material.

Actions

Multiattack. The mantis makes two attacks: one with its claws and one with its mandibles

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

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

GIANT BOMBARDIER BEETLE

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

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

Languages —

Challenge 1/2 (100 XP)

Actions

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

Acid Spray. The beetle releases acid in a 10-foot cone. Each creature in the area must make a DC 12 Constitution saving throw, taking 7 (3d4) acid damage on a failed save, or half as much damage on a successful one.

GIANT STAG BEETLE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	1 (–5)	10 (+0)	4 (–3)

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

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the beetle moves at least 10 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the beetle can make a trample attack against it as a bonus action.

Actions

Mandibles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

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

TINY MONSTROUS CENTIPEDE

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	11 (+0)	1 (–5)	7 (–2)	3 (–4)

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1/8 (25 XP)

Actions

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

LARGE MONSTROUS CENTIPEDE

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 24 (7d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

MEDIUM MONSTROUS CENTIPEDE

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 17 (5d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

HUGE MONSTROUS CENTIPEDE

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d12 + 8)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 31 (9d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GARGANTUAN MONSTROUS CENTIPEDE

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d20 + 16)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 8 (3,900 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 38 (11d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

SMALL MONSTROUS SCORPION

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	11 (+0)	1 (–5)	9 (–1)	3 (–4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much damage on a successful one.

MEDIUM MONSTROUS SCORPION

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	1 (–5)	9 (–1)	3 (–4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The scorpion makes two attacks: one with its claws and one with its sting.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the scorpion can't use its claws on another target.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

HUGE MONSTROUS SCORPION

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 5 (1,800 XP)

Actions

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

GARGANTUAN MONSTROUS SCORPION

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 159 (11d20 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 12 (8,400 XP)

Actions

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, and the target is grappled (escape DC 15). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

SPIDER TRAITS

All of the spiders in this guide have the following traits, in addition to those listed in their statblocks:

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

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

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

SMALL MONSTROUS SPIDER

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft., climb 30 ft.

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

Skills Perception +2, Stealth +6

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

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

HUGE MONSTROUS SPIDER

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 68 (8d12 + 16)
Speed 30 ft., climb 30 ft.

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

Skills Perception +2, Stealth +6
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GARGANTUAN MONSTROUS SPIDER

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 216 (16d20 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	3 (-4)

Skills Perception +4, Stealth +10
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages —
Challenge 9 (5,000 XP)

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

MONSTERS BY CHALLENGE RATING

This index organizes the monsters in *Skip's Guide to Monsters* by challenge rating.

CHALLENGE 1/8 (25 XP)

Lantern Archon
Baby White Dragon
Baby Brass Dragon
Formian Worker
Kobold Skeleton
Tiny Monstrous Centipede

CHALLENGE 1/4 (50 XP)

Baby Black Dragon
Baby Copper Dragon
Ethereal Maurader
Krenshar
Locathah
Troglodyte Zombie
Manta Ray
Giant Worker Ant
Small Monstrous Scorpion
Small Monstrous Spider

CHALLENGE 1/2 (100 XP)

Small Air Elemental
Small Earth Elemental
Small Fire Elemental
Small Water Elemental
Flamebrother Salamander
Shocker Lizard
Wolf Skeleton
Skum
Triton
Bugbear Zombie
Giant Soldier Ant
Giant Bombardier Beetle
Medium Monstrous Centipede

CHALLENGE 1 (200 XP)

Allip
Aranea
Medium Air Elemental
Medium Earth Elemental
Medium Fire Elemental
Medium Water Elemental
Ethereal Filcher
Phantom Fungus
Juvenile Tojanda
Wolverine
Giant Ant Queen
Giant Praying Mantis
Large Monstrous Centipede
Medium Monstrous Scorpion

CHALLENGE 2 (450 XP)

Juvenile Arrowhawk
Formian Warrior
Janni
Howler

Rast
Owlbear Skeleton
Troll Skeleton
Spider Eater
Grig
Nixie

CHALLENGE 3 (700 XP)

Belker
Digester
Lillend
Water Naga
Greater Shadow
Hellwasp Swarm
Ettin Skeleton
Minor Xorn
Minotaur Zombie
Huge Poisonous Snake
Huge Monstrous Centipede
Huge Monstrous Spider

CHALLENGE 4 (1,100)

Achaierai
Hound Archon
Adult Arrowhawk
Dire Wolverine
Lernean Hydra
Nymph
Ravid
Chimera Skeleton
Adult Tojanda
Giant Stag Beetle

CHALLENGE 5 (1,800 XP)

Chaos Beast
Destrachan
Hellcat
Dire Lion
Dragonne
Bralani Eladrin
Formian Taskmaster
Harpy Archer
Lammasu
Mohrg
Dark Naga
Ogre Barbarian
Phasm
Xill
Yrthak
Wyvern Zombie
Umber Hulk Zombie
Orca
Huge Monstrous Scorpion

CHALLENGE 6 (2,300 XP)

Gray Render
Avoral
Zelekhut
Golden Protector
Cloud Giant Skeleton
Lesser Vampire
Gray Render Zombie
Baleen Whale

CHALLENGE 7 (2,900 XP)

Elder Arrowhawk
Dire Bear
Formian Myrmarch
Half Celestial
Nessian Warhound
Kolyarut
Megaraptor Skeleton
Tendriculos
Elder Tojanda

CHALLENGE 8 (3,900 XP)

Hound Archon Hero Delver
Fury
Dire Tiger
Hill Giant Wereboar
Criosphinx
Troll Hunter
Elder Xorn
Gargantuan Monstrous Centipede

CHALLENGE 9 (5,000 XP)

Greater Barghest
Huge Air Elemental
Huge Earth Elemental
Huge Fire Elemental
Huge Water Elemental
Leonai
Six-Headed Hydra
Adult Red Dragon Skeleton
Dread Wraith
Whale
Gargantuan Monstrous Spider

CHALLENGE 10 (5,900 XP)

Athach
Greater Abyssal Basilisk
Noble Salamander

CHALLENGE 11 (7,200 XP)

Aboleth Mage
Bebilith
Hamatula
Frost Worm
Seven-Headed Hydra
Celestial Charger

CHALLENGE 12 (8,400 XP)

Displacer Beast Pack Lord
Marut
Werewolf Lord
Elder Black Pudding
Gargantuan Monstrous Scorpion

CHALLENGE 13 (10,000 XP)

Trumpet Archon
Retriever
Ghaele Eladrin
Greater Air Elemental
Greater Earth Elemental

Greater Fire Elemental
Greater Water Elemental
Eight-Headed Hydra
Lich Mage
Lich Priest
Truly Horrid Umber Hulk

CHALLENGE 15 (13,000 XP)

Cornugon
Greater Ice Devil Nine-Headed Hydra
Nightwing
Vampire Shadowdancer

CHALLENGE 16 (15,000 XP)

Greater Stone Golem

CHALLENGE 17 (18,000 XP)

Spellcasting Planetary
Elder Air Elemental
Elder Earth Elemental
Elder Fire Elemental
Elder Water Elemental
Formian Queen
Frost Giant Jarl
Ten-Headed Hydra
Nightwalker

CHALLENGE 19 (22,000 XP)

Legendary Frost Giant Jarl
Eleven-Headed Hydra

CHALLENGE 20 (25,000 XP)

Nightcrawler

CHALLENGE 21 (33,000 XP)

Twelve-Headed Hydra

CHALLENGE 22 (41,000 XP)

Spellcasting Solar
Spellcasting Pit Fiend

CHALLENGE 25 (75,000 XP)

Titan

CHALLENGE 26 (90,000 XP)

Great Wurm White Dragon
Great Wurm Brass Dragon

CHALLENGE 27 (105,000 XP)

Great Wurm Black Dragon
Great Wurm Copper Dragon

CHALLENGE 28 (120,000 XP)

Great Wurm Green Dragon
Great Wurm Bronze Dragon

CHALLENGE 29 (135,000 XP)

Great Wurm Blue Dragon
Great Wurm Silver Dragon

CHALLENGE 30 (155,000 XP)

Great Wurm Red Dragon
Great Wurm Gold Dragon



Fearsome and formidable foes lurk within

Hey! Thanks for using my guide. I put a lot of hours into this *thing*, and I'm glade someone besides me is actually using it. I you liked it, I don't ask anything of you other than that you share it with anyone else you think might find it useful. I make these guides as a hobby, so the only thing I really want is for them to be put to use. Here's to hoping the next one is as good!

- Andrew Six, or Drewfro66, or /u/drewfro666

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