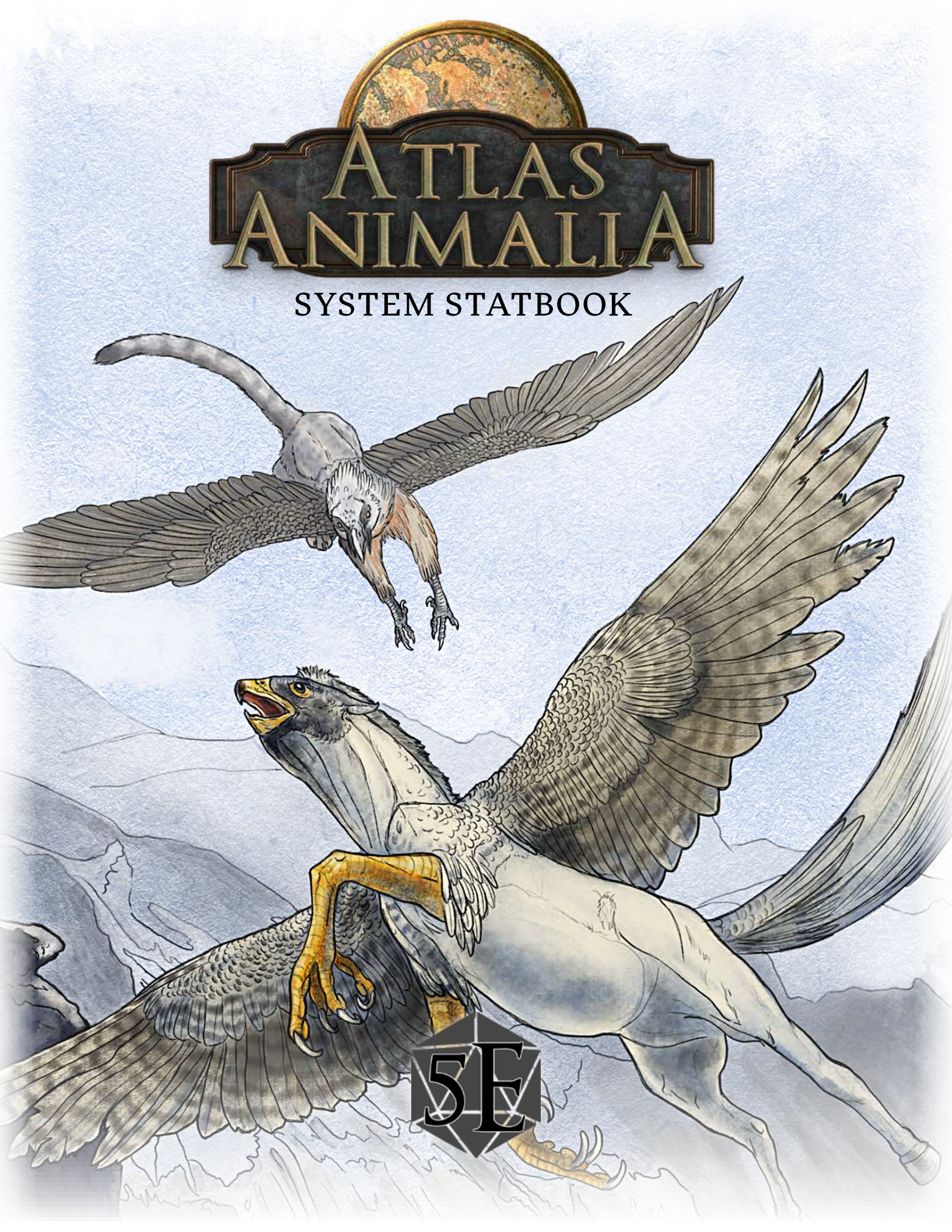
Atlas Animalia

System Statbook



5E

Credits

Creative Director
Andreas Walters

System Design
Kyle Carty
Jacky Leung (DeathByMage)
Laura Parnagian
Luke Seely
Megan Bennett-Burks
Christos "The Kind GM" Karelis
Zoe Marcin

Art
Sarah Dahlinger
www.SarahDahlingerArt.com

Published by



Metal Weave Games Inc.
www.MetalWeaveGames.com

Copyright

© 2017 Metal Weave Games
ATLAS ANIMALIA and its logo are trademarks of Metal Weave Games in the U.S.A. and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Metal Weave Games. This product is a work of fiction.
Visit us at www.MetalWeaveGames.com

OGL License
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Navigation

pg.	Creature
6	Basilisk
10	Blink Dog
14	Bluettes
18	Chimera
22	Cockatrice
26	Couatl
30	Dragon Turtle
34	Faerie Dragon
38	Griffin
42	Harpy
46	Hippocampus
50	Hippogriff
54	Hydra
58	Lizardfolk
62	Manticore
66	Myconid
70	Otyughs
74	Owlbear
78	Pegasi
82	Phase Cats
86	Rust Monster
90	Sphinx
94	Treant
98	Unicorn
102	Wyvern

106 *Table:* Creatures by CR

109 *Table:* Creatures by Location



4.



Basilisks

The basilisk bears a menacing and harrowing reputation on account of its lethal glare. These eight-legged lizards dwell in isolated rocky areas. There are many interesting ideas that exist in the world about how the basilisk came into being. The most prominent tale of the basilisk's origin is that a chicken, specifically a rooster, laid upon the egg of a snake or serpent. As a former colleague has reported, this is obviously preposterous.

Despite their savage reputation, basilisks are still often sought out by humanoids as a target of hunting. Although they are reported to be largely solitary, further research on this beast has turned up surprising information. They are in fact a social creature that has been discovered to cannibalize its own kind when starvation finds them, as it often does when they are trapped in humanoid cities.

NOTABLE TRAIT

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 Constitution saving throw (DC varying by basilisk) 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.

GREATER BLUE BASILISK

CHALLENGE 7 (2,900 XP)

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 116 (11d12 + 44)
Speed 20 ft.

STR 24 (+7)	**DEX** 9 (-1)	**CON** 18 (+4)
INT 4 (-3)	**WIS** 12 (+1)	**CHA** 10 (+0)

Saving Throws Con + 7
Skills Perception +4
Damage Immunities poison
Senses Darkvision 60 ft., Passive Perception 14
Languages --

ABILITIES

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

Petrifying Gaze. See sidebar, DC 12.

ACTIONS

Multiattack. The basilisk can make two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) piercing damage plus 7 (2d6) poison damage.

Claw Swipe. The basilisk choose a direction and makes one claw attack against all creatures in a 10 ft. arc in front of the basilisk in the chosen direction. All targets who take damage are pushed to the end of the arc. A target can also attempt to stop the attack. After taking damage, the target can attempt a DC 18 Strength save. If successful the attack stops. If they fail, they are also pushed to the edge of the radius and take one level of exhaustion.

**Arc - this impacts a hemisphere radius directly in front of the the caster/attacker.*



CRESTED BASILISK

CHALLENGE 2 (200 XP)

Small monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 45 ft.

STR 9 (-1)	**DEX** 15 (+2)	**CON** 13 (+1)
INT 4 (-3)	**WIS** 10 (+0)	**CHA** 8 (-1)

Skills Athletics +1, Stealth +4
Senses passive Perception 10
Languages -

ABILITIES

Paralyzing 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 11 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns to end the paralyzing effect.

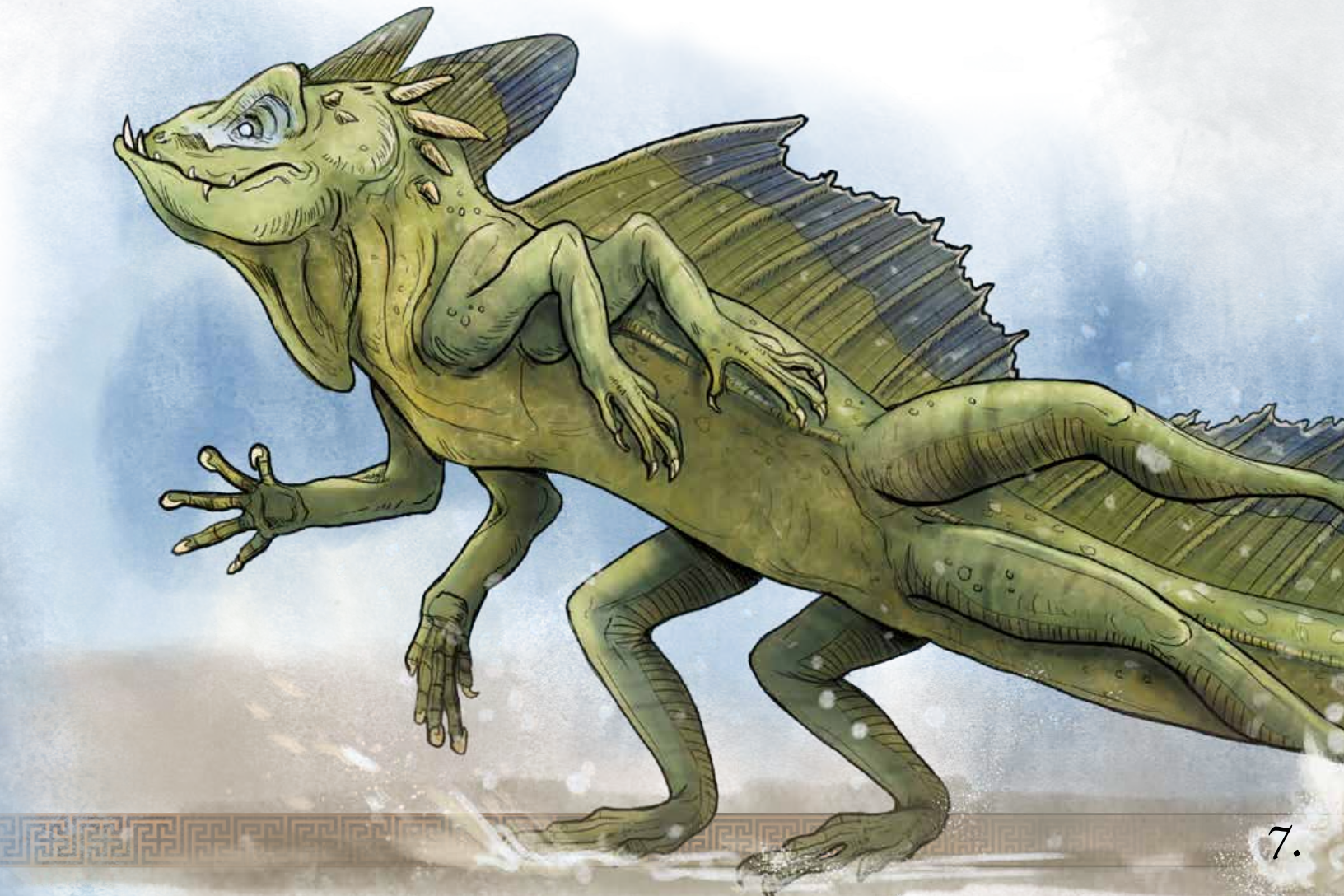
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and is frightened until it can no longer see itself.

Water Walking. The crested basilisk can run across water. If it ends its turn on water it falls in.

ACTIONS

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



FLYING BASILISK

CHALLENGE 1/4 (50 XP)

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 7 (3d4)
Speed 30 ft., climb 30 ft.

STR 8 (-1)	**DEX** 16 (+3)	**CON** 11 (+0)
INT 5 (+0)	**WIS** 11 (+0)	**CHA** 10 (+0)

Skills Acrobatics +5, Athletics +1, Perception +2, Stealth +5
Senses passive Perception 12
Languages -

ABILITIES

Paralyzing 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 10 Charisma saving throw if the basilisk isn't incapacitated. On a failed save, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns to end the paralyzing effect. 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 is frightened until it can no longer see itself.

Gliding. The basilisk is always under the effects of the *featherfall* spell.

ACTIONS

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1 bludgeoning damage and the target must make a DC 10 Constitution, taking 10 (3d6) poison damage on a failed save or half as much on a successful one.



GILA BASILISK

CHALLENGE 5 (1,800 XP)

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 00 (0d0+0)
Speed 20 ft., burrow 5 ft.

STR 18 (+4)	**DEX** 12 (+1)	**CON** 16 (+3)
INT 4 (-3)	**WIS** 6 (-2)	**CHA** 7 (-2)

Skills Athletics +7, Perception +1, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages -

ABILITIES

Putrifying 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 14 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature begins to vomit. It can repeat the saving throw at the end of each of its turns to end this effect. While vomiting, the creature can take no actions, halves its speed, has disadvantage on all Ability Checks, and attacks against the creature have Advantage. Creatures that are immune to disease automatically pass this saving throw.

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 immediately attacks its reflection.

Natural Camouflage. The basilisk has advantage on Dexterity (Stealth) checks made to hide in sandy environments, such as deserts or beaches.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 16 (3d10) poison damage.



Blink Dogs

Blink dogs are similar in size and shape to other canine species, but with magical abilities. Their temperaments match those of dogs, but their actions are influenced by a high level of intelligence, which surprises many trainers who are not used to working with blink dog breeds. Over the years, the term 'blink dog' has become a blanket term for any canine with magical abilities, but originally it only referred to what we now call the hunting blink dog.

The earliest tales of blink dogs was that they were born from a litter of puppies blessed by a forest sprite. Earlier in the year, a hunter had saved the forest sprite's tree from a group of traveling bandits who wanted to plunder it for treasure. The hunter leapt to the sprite's defense with his pack of dogs and successfully fended off the scoundrels. Sadly, one of the dogs was lost in the fight, unable to dodge a fatal sword blow to the head. When the hunter's dogs had a litter that fall, the sprite blessed the dogs in thanks for their heroic efforts. Each dog was able to blink in and out of existence, ensuring that none of the pack would never again be caught by a fatal blow.

HUNTING BLINK DOG

CHALLENGE 1 (200 XP)

Size creature, Alignment

Armor Class 10 (special armor type)
Hit Points 00 (0d0+0)
Speed 30 ft., movement 00 ft.

STR 10 (+0)	**DEX** 10 (+0)	**CON** 10 (+0)
INT 10 (+0)	**WIS** 10 (+0)	**CHA** 10 (+0)

Condition Immunities frightened
Skills Perception +3, Stealth +4, Survival +3
Senses passive Perception 13
Languages Blink Dog, understands Common and Sylvan but can't speak them

ABILITIES

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

Pack Tactics. The blink dog has advantage on attack rolls against a creature if at least one of the blink dog's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Jaunting Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. The blink dog can teleport 15 feet before or after it makes this attack.



LAUGHING FOX

CHALLENGE 1 (200 XP)

Small fey, chaotic evil

Armor Class 14
Hit Points 28 (8d6)
Speed 35 ft.

STR 10 (+0)	DEX 18 (+4)	CON 10 (+0)
INT 15 (+2)	WIS 14 (+2)	CHA 16 (+3)

Skills Intimidation +5, Perception +4, Stealth +6
Senses passive Perception 14
Languages Blink Dog, Common, Sylvan

ABILITIES

Know Fear. The laughing fox can use a bonus action to become aware of a creature within 60 feet's greatest fear. It has advantage on all Charisma (Intimidation) checks it makes against the creature for 24 hours.

Unlucky Demise. When the laughing fox is killed, any creature that has harmed it within the past 24 hours must make a death saving throw with disadvantage.

ACTIONS

Mental Blink. The laughing fox "blinks" inside the mind of a creature within 60 feet. The target must make a DC 13 Charisma saving throw, taking 10 (3d6) psychic damage and becoming frightened for one minute on a failed save or taking half as much damage on a successful one.

REACTIONS

Taunting Face. When the laughing fox is the target of an attack, it can taunt its attacker. The target has disadvantage on the attack roll.



HERDING BLINK DOG

CHALLENGE 1 (200 XP)

Small fey, lawful good

Armor Class 12
Hit Points 35 (10d6)
Speed 35 ft.

STR 12 (+1)	**DEX** 14 (+2)	**CON** 11 (+0)
INT 9 (-1)	**WIS** 14 (+2)	**CHA** 12 (+1)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Languages Blink Dog, understands Common and Sylvan but can't speak them

ABILITIES

Duplicate (Recharge 5-6). As a bonus action, the dog creates an amount of duplicates equal to its Wisdom modifier. This duplicates have full turns, share the dog's statistics, and act on its turn. The duplicates have 1 hit point and cannot duplicate themselves. The dog is aware of anything the duplicates are aware of.

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

ACTIONS

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

HERDING BLINK DOG SWARM

CHALLENGE 3 (700 XP)

Large swarm of Small fey, lawful good

Armor Class 12
Hit Points 44 (11d10 + 11)
Speed 35 ft.

STR 16 (+3)	**DEX** 14 (+2)	**CON** 13 (+1)
INT 9 (-1)	**WIS** 14 (+2)	**CHA** 12 (+1)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Skills Perception +6
Senses passive Perception 16
Languages Blink Dog, understands Common and Sylvan but can't speak them

ABILITIES

Mass Duplication (Recharge 5-6). As a bonus action, the swarm creates an amount of duplicates equal to its Wisdom modifier. The swarm recovers 11 (2d10) hit points.

Pack Tactics. The swarm has advantage on an attack roll against creatures in spaces it occupies.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small dog. The swarm can't regain hit points or gain temporary hit points, except with Mass Duplication.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.



SILENCE WOLF

CHALLENGE 3 (700 XP)

Medium fey, neutral

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 45 ft.

STR 16 (+3)	**DEX** 13 (+1)	**CON** 14 (+2)
INT 12 (+1)	**WIS** 15 (+2)	**CHA** 10 (+0)

Skills Perception +4, Stealth +3
Senses passive Perception 14
Languages Blink Dog, understands Sylvan but can't speak it

ABILITIES

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

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

ACTIONS

Multiattack. The wolf uses bite twice or teleport twice.

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

Instill Howl. The wolf howls into a natural objects, such as a tree or rock. When a creature with Intelligence 8 or greater comes within 30 feet of the object, the howl erupts. Creatures within 30 feet of the object must make a DC 13 Wisdom saving throw, becoming frightened for 1 minute on a failed save. Additionally, the wolf immediately becomes aware of which object was triggered.

Teleport (Recharge 4-6). The wolf magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the wolf can make one bite attack.



Bulettes

Bulettes, often times called 'land sharks', swim through the ground as well as their seadwelling ancestors did the oceans. Taking their prey by surprise, they thrust up with sharp teeth and powerful jaws. With a penchant for humanoid flesh, they are dangerous to observe and even more so to train.

In addition to sharks, bulettes share their ancestry with the more docile giant turtle. The bulette has a hardened, natural armor that protects the creature from the rocks, roots, and bones under the ground through which they travel. They have sharp, thick claws on each leg, good for angling upwards and tearing aside ceilings of grass, sand, ice, and even stone.

Rock Bulette

Challenge 5 (1,800 XP)

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 94 (9d10 +45)
Speed 40 ft., movement 40 ft.

STR 20 (+5)	**DEX** 9 (-1)	**CON** 21 (+5)
INT 3 (-4)	**WIS** 10 (+0)	**CHA** 7 (-2)

Skills Athletics +8, Perception +3
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages --

Abilities

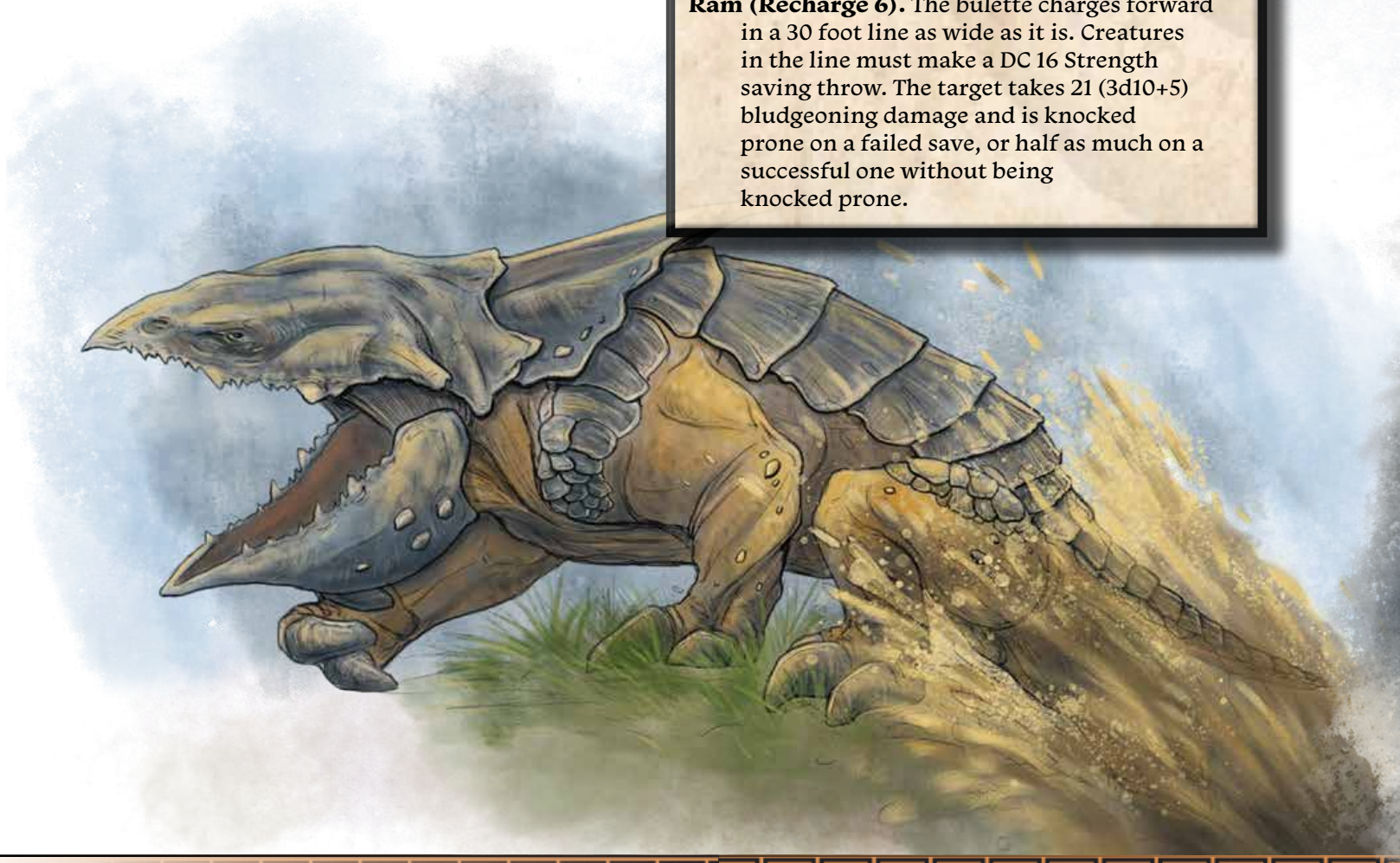
Leap. The bulette can long jump up to 30 feet and high jump up to 15 feet, with or without a running start.

False Appearance. While the bulette remains motionless, it is indistinguishable from a stack of rocks and boulders.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Ram (Recharge 6). The bulette charges forward in a 30 foot line as wide as it is. Creatures in the line must make a DC 16 Strength saving throw. The target takes 21 (3d10+5) bludgeoning damage and is knocked prone on a failed save, or half as much on a successful one without being knocked prone.



ARCTIC BULETTE

CHALLENGE 6 (2,300 XP)

Large Monstrosity, Alignment

Armor Class 16 (natural armor)
Hit Points 103 (18d8+125)
Speed 35 ft., burrow 40 ft.

STR 18 (+4)	**DEX** 10 (+0)	**CON** 23 (+6)
INT 2 (-4)	**WIS** 12 (+1)	**CHA** 5 (-3)

Skills Athletics +7, Perception +6, Stealth +5
Damage Resistances bludgeoning, cold
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages --

ABILITIES

Blubbery Hide. Attacks targeting the bulette that do bludgeoning damage are made with disadvantage.

Standing Leap. The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

Taloned Feet. The bulette ignores difficult terrain related to ice and snow.

ACTIONS

Bite. *melee weapon attack*, +7 to hit, reach 5ft., one target. *Hit:* 37 (6d10 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette'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 bulette's space.



MARSH BULETTE

CHALLENGE 3 (2,300 XP)

Medium monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 66 (7d8+35)
Speed 35ft., burrow 30 ft., swim 30 ft.

STR 16 (+3)	**DEX** 13 (+1)	**CON** 20 (+5)
INT 4 (-3)	**WIS** 13 (+1)	**CHA** 6 (-2)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages --

ABILITIES

Camouflaged Hide. The bulette has advantage on Dexterity (Stealth) made in marshes and swamps.

Hold Breath. The bulette can hold its breath for 30 minutes.

Standing Leap. The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

Webbed Feet. The bulette ignores difficult terrain related to water and mud.

ACTIONS

Fist. *melee weapon attack*, +7 to hit, reach 5ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage plus 10 (2d6 + 3) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette'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 bulette's space.



PYGMY BULETTE

CHALLENGE 4 (2,300 XP)

Medium monstrosity, Unaligned

Armor Class 18 (Natural Armor)
Hit Points 102 (12d8+48)
Speed 30 ft., burrow 25 ft., swim 20 ft.

STR 15 (+2)	**DEX** 16 (+3)	**CON** 18 (+4)
INT 6 (-2)	**WIS** 14 (+2)	**CHA** 8 (-1)

Skills Perception +4
Senses Darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages --

ABILITIES

Crude Tactics The bulette has advantage on an attack roll against a creature if at least one of the bulette's allies is within 5 feet of the creature and the ally isn't incapacitated.
Hold Breath. The bulette can hold its breath for 15 minutes.
Standing Leap. The bulette's long jump is up to 30 feet away and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The bulette makes two bite attacks and a slam attack.
Bite. *melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.
Slam. *melee weapon attack.* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is knocked prone.





PIGMY BULETTE SWARM

CHALLENGE 7 (2,900 XP)

Huge swarm of Medium monstrosities, unaligned

Armor Class 18 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 30 ft., burrow 25 ft., swim 20 ft.

STR 18 (+4)	**DEX** 16 (+3)	**CON** 20 (+5)
INT 6 (-2)	**WIS** 14 (+2)	**CHA** 8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Skills Perception +5
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages --

ABILITIES

Hold Breath. The swarm can hold its breath for 15 minutes.
Leap. The swarm can long jump up to 30 feet and high jump up to 15 feet, with or without a running start.
Pack Tactics. The swarm has advantage on an attack roll against creatures in spaces it occupies.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium pygmy bulette. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 25 (4d10 + 4) piercing damage, or 13 (2d10 + 2) piercing damage if the swarm has half of its hit points or fewer.

Chimeras

Bulettes, often times called 'land sharks', swim through the ground as well as their seadwelling ancestors did the oceans. Taking their prey by surprise, they thrust up with sharp teeth and powerful jaws. With a penchant for humanoid flesh, they are dangerous to observe and even more so to train.

In addition to sharks, bulettes share their ancestry with the more docile giant turtle. The bulette has a hardened, natural armor that protects the creature from the rocks, roots, and bones under the ground through which they travel. They have sharp, thick claws on each leg, good for angling upwards and tearing aside ceilings of grass, sand, ice, and even stone.

DESERT CHIMERA

CHALLENGE 4 (1100 XP)

Medium monstrosity, neutral

Armor Class 13 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR 17 (+3)	**DEX** 14 (+2)	**CON** 16 (+3)
INT 5 (-3)	**WIS** 15 (+2)	**CHA** 11 (+0)

Skills Athletics +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages understands Common but can't speak

ABILITIES

Desert Dweller. The chimera is naturally adapted to hot climates.

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

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its claws, and one with its horns.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 13 Constitution saving throw. On a failed save, the target takes 16 (3d10) poison damage and is poisoned for one minute, or half as much damage and isn't poisoned on a successful one.

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

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



FOREST CHIMERA

CHALLENGE 12 (8400 XP)

Huge monstrosity, neutral

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., fly 30 ft.

STR 22 (+6)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 3 (-4)	**WIS** 13 (+1)	**CHA** 10 (+0)

Saving Throws Str +10, Con +9
Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages understands Draconic but can't speak



ABILITIES

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

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

ACTIONS

Multiattack. The chimera makes five attacks: two with its bite, two with its claws, one with its horn. When its poison breath is available, it can use the breath in place of one bite and one claws.

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

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

Horn. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16). The chimera can grapple up to two creatures at a time.

Poison Breath (Recharge 5-6). The dragon head exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Attack. The chimera makes a horn attack.

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

Fly. The chimera moves up to its fly speed.

SWAMP CHIMERA

CHALLENGE 5 (1800 XP)

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., fly 40 ft., swim 40 ft.

STR 17 (+3)	**DEX** 14 (+2)	**CON** 16 (+3)
INT 5 (-3)	**WIS** 15 (+2)	**CHA** 11 (+0)

Skills Perception +4, Stealth +3
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak

ABILITIES

Aggressive. As a bonus action, the chimera can move up to its speed toward a hostile creature it can see.

Hold Breath. The chimera can hold its breath for 30 minutes.

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

ACTIONS

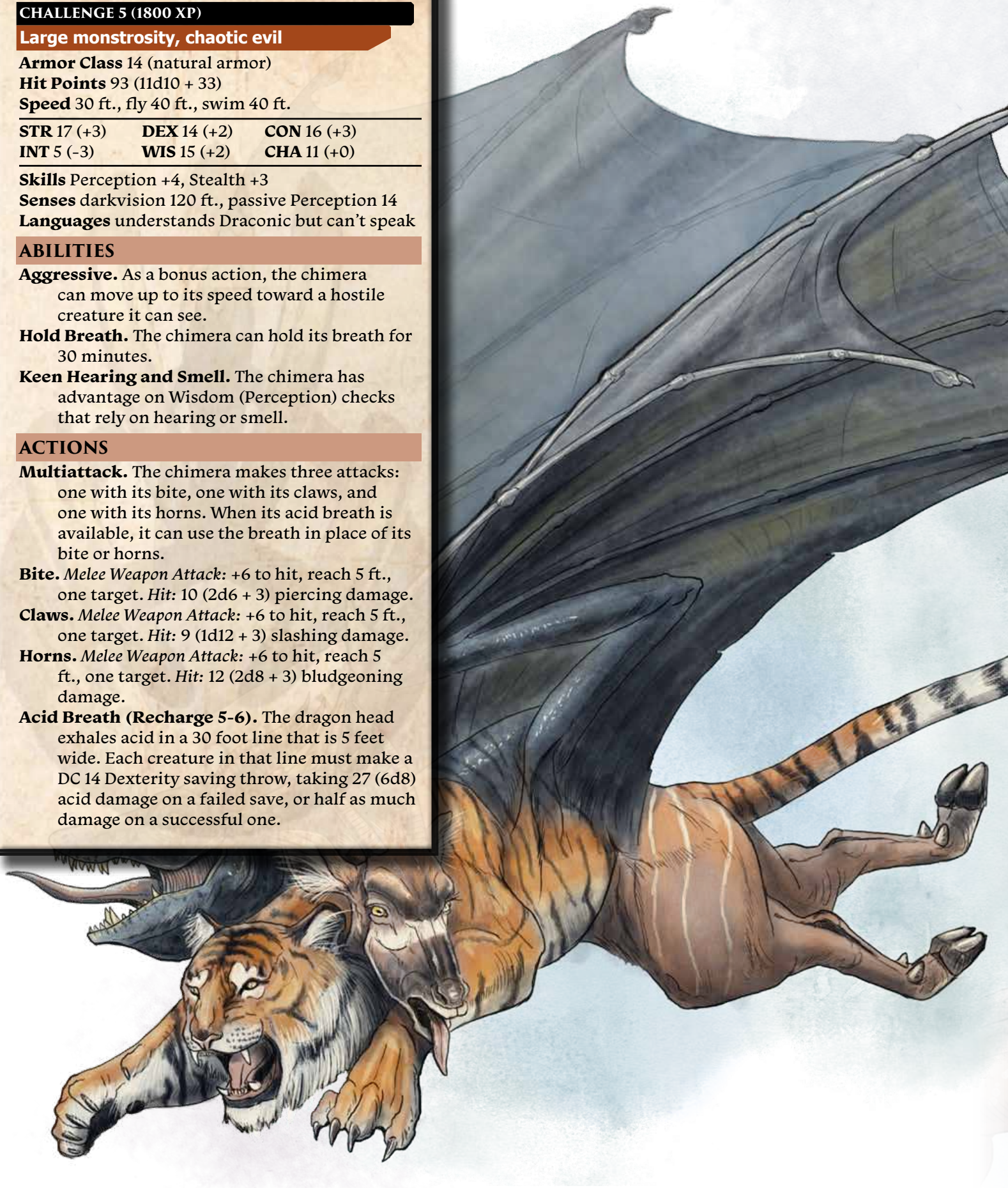
Multiattack. The chimera makes three attacks: one with its bite, one with its claws, and one with its horns. When its acid breath is available, it can use the breath in place of its bite or horns.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Acid Breath (Recharge 5-6). The dragon head exhales acid in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.



UNDERSEA CHIMERA

CHALLENGE 5 (1800 XP)

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 0 ft., swim 60 ft.

STR 16 (+3)	**DEX** 13 (+1)	**CON** 16 (+3)
INT 8 (-1)	**WIS** 15 (+2)	**CHA** 16 (+3)

Skills Perception +5
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15
Languages understands Common and Deep Speech but can't speak

ABILITIES

Chomping Grab. The chimera has advantage on attack rolls with bite attacks against creatures it is grappling.

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

2/day: *suggestion*

Variable Illumination. The chimera can shed bright light in a 5-foot to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The chimera can alter or end the radius as a bonus action.

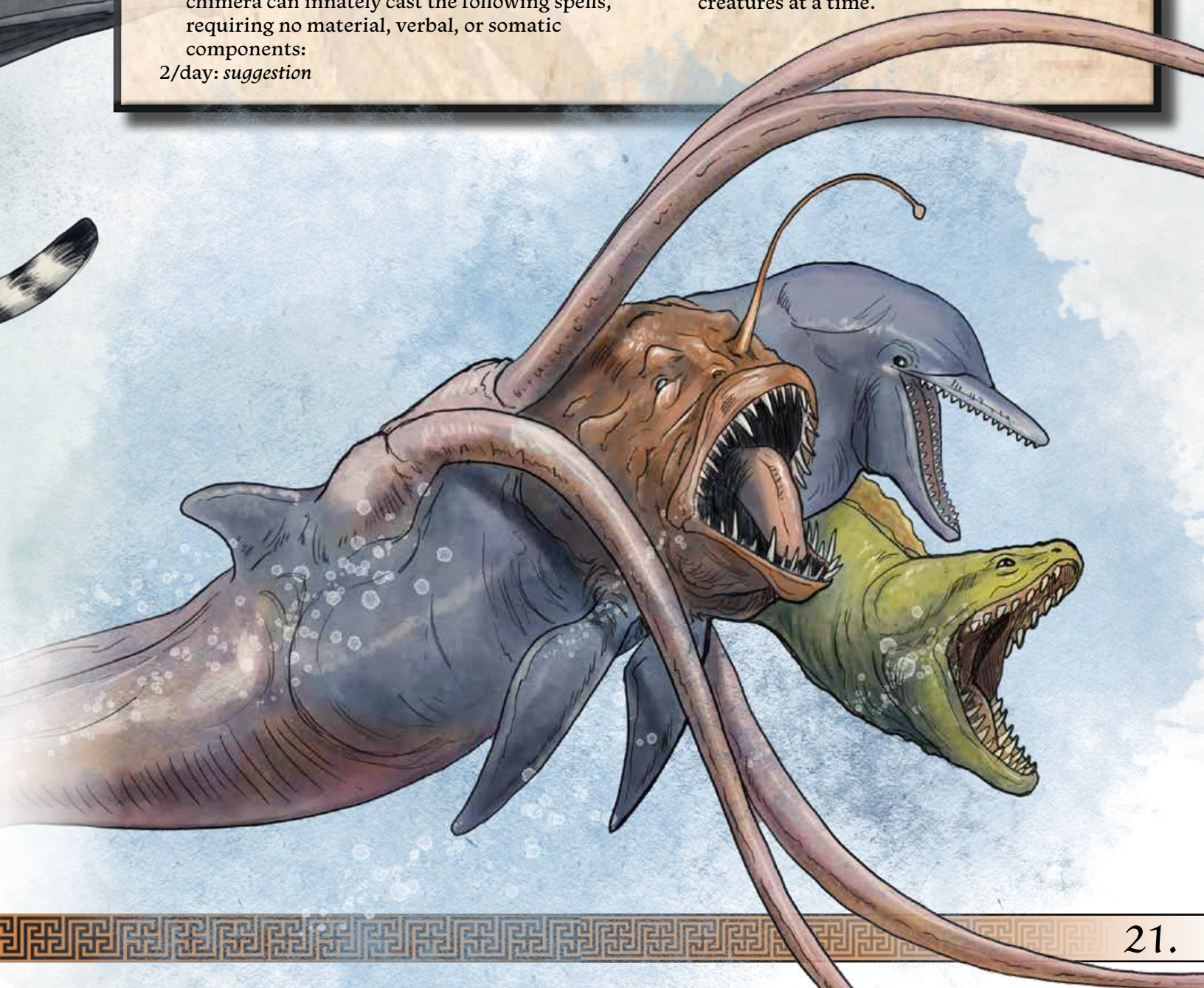
Water Breathing. The chimera can breathe only underwater.

ACTIONS

Multiattack. The chimera makes three attacks: two with its bite, and one with its tentacles. If the chimera can cast suggestion, it can use the spell in place of one of its bites.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). The chimera can grapple up to two creatures at a time.



Cockatrices

Even the common cockatrice is a sight to behold; its diverse origins blend to form an elegant, lithe body with plumage that seamlessly flows into the scales that protect its torso and back. Its colors, temperament, and even abilities are varied, depending on the creature who incubated the egg. Cockatrices produce their own eggs, but often will sneak their eggs into nests of other creatures for incubation, resulting in different variations of cockatrices.

The origins of this species is still a matter of debate among academics and mages; many of whom are more than willing to talk about where they "actually" came from in exchange for space by the tavern fire and a few complimentary ales. The only thing they can indeed agree upon is that magic
had to be involved to bring together the parts into a working whole.

Coifed Cockatrice

Challenge 1/2 (100 XP)

Small monstrosity, unaligned

Armor Class 12
Hit Points 27 (6d6 + 6)
Speed 30 ft., fly 30 ft.

STR 8 (-1)	**DEX** 14 (+2)	**CON** 13 (+1)
INT 4 (-3)	**WIS** 12 (+1)	**CHA** 10 (+0)

Skills Perception +3, Sleight of Hand +4, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages -

Abilities

Translucent. The cockatrice has advantage on attack rolls against a creature if at least one of its allies are within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *melee weapon attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creatures 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 indefinitely. A creature can end this petrification with the remove curse spell or by having another creature apply the blood of the cockatrice to their petrified body.



SHOEBILL COCKATRICE

CHALLENGE 2 (450 XP)

Medium monstrosity, neutral evil

Armor Class 11
Hit Points 27 (6d8 + 6)
Speed 40 ft., fly 20 ft.

STR 15 (+2)	**DEX** 13 (+1)	**CON** 14 (+2)
INT 5 (-3)	**WIS** 8 (-1)	**CHA** 10 (+0)

Skills Intimidation +2, Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages -

ABILITIES

Striding Legs. The cockatrice ignores difficult terrain related to mud, water, and loose earth.

ACTIONS

Multiattack. The cockatrice makes one attack with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creatures 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 indefinitely. A creature can end this petrification by brewing a potion with the cockatrice's eye. Creating this potion is a DC 15 Intelligence (Alchemist's Tools) check that takes three days.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

DEATHROLL

CHALLENGE 4 (1,000 XP)

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 65 (10d8 + 20)
Speed 40 ft., fly 20 ft.

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

Skills Athletics +4, Intimidation +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages -

ABILITIES

Nimble. Opportunity attacks targeting Deathroll are made with disadvantage.

Striding Legs. Deathroll ignores difficult terrain related to mud, water, and loose earth.

ACTIONS

Multiattack. Deathroll makes three attacks, one attack with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 13).

Deathroll. Deathroll moves 10 feet. Creatures grappled by Deathroll must make a DC 13 Constitution saving throw, taking 14 (4d6) damage from being dragged on a failed save or half as much on a successful one.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.



PEACOCKATRICE

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 12
Hit Points 28 (8d6)
Speed 30 ft., fly 20 ft.

STR 11 (+0)	**DEX** 14 (+2)	**CON** 11 (+0)
INT 10 (+0)	**WIS** 14 (+2)	**CHA** 15 (+2)

Skills Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands Common and at least one other language

ACTIONS

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

Vibrant Gaze (Recharge 6). The cockatrice raises its tail feathers at a creature that it can see within 30 ft. of it. The creature must make a DC 12 Charisma saving throw or be petrified indefinitely. Creatures behind cover have advantage on this saving throw. The petrification can be broken with the remove curse spell or by applying the ash of one of the cockatrice's tail feathers to the petrified creature.





PEACOCKATRICE SWARM

CHALLENGE 2 (450 XP)

Large swarm of Small monstrosities, unaligned

Armor Class 12
Hit Points 52 (8d10 + 8)z
Speed 30 ft., fly 20 ft.

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

Skills Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands Common and at least one other language

ABILITIES

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 12 (4d4 + 2) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.

Vibrant Gaze (Recharge 6). The swarm raises their tail feathers at all creature that they can see within 30 ft. of it. The creatures must make a DC 13 Charisma saving throw or be petrified indefinitely. Creatures behind cover have advantage on this saving throw. The petrification can be broken with the remove curse spell or by applying the ash of one of the cockatrice's tail feathers to the petrified creature.



AQUATIC COCKATRICE

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 28 (4d6 + 12)
Speed 20 ft., swim 20 ft.

STR 13 (+1)	**DEX** 13 (+1)	**CON** 16 (+3)
INT 6 (-2)	**WIS** 12 (+1)	**CHA** 9 (-1)

Skills Athletics +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages -

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 12 Constitution saving throw against being magically frozen solid. On a failed save, the creatures begins to turn to freeze 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 magically frozen solid for 24 hours. Creatures that are immune to cold damage automatically succeed on this saving throw.

Couatls

Couatl have maintained an active presence within civilizations near their homelands over centuries of recorded history. Their aid and guidance are not only tales of legend, but memories of recent decades. My research led me to the expertise of one Amiko kaj Zorgo, a bold-hearted half-orc druid from the southern continent. By the time I met him, Amiko had spent nearly two decades of his life in the service of various couatl mates. His personal experience and academic knowledge made him an invaluable guide, and certainly my research would not have been so complete without his expertise.



Sunset Couatl

Challenge 6 (2,300 XP)

Medium Celestial, Lawful Good

Armor Class 19
Hit Points 128 (16d8 + 64)
Speed 30 ft., fly 90ft.

STR 18 (+4)	**DEX** 20 (+5)	**CON** 19 (+4)
INT 18 (+4)	**WIS** 20 (+5)	**CHA** 18 (+4)

Skills Perception +3, Insight +6
Damage Resistances Radiant
Damage Immunities Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Weapons
Senses Truesight 120 ft., passive Perception 18
Languages All, Telepathy 120 ft.

Abilities

Innate Spellcasting (Psionics). The couatl's innate spellcasting ability is Wisdom (spell save DC 16).
It can innately cast the following Spells, requiring no components:
At-will: *Charm Person, Detect Evil and Good, Heroism, Guidance, Resistance, Detect Thoughts*
3/day: *Bless, Cure Wounds, Lesser Restoration, Protection from Poison, Sanctuary, Divine Favor*
1/day: *Dream, Greater Restoration, Telekinesis, Death Ward*

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

Shielded Mind. The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6+4) piercing damage, and the target must succeed on a DC 16 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours

Constrict. *Melee weapon attack*, +6 to hit, reach 10 ft, one creature. *Hit:* 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

CRYSTAL COUATL NEONATE

CHALLENGE 1/8 (25 XP)

Tiny monstrosity, lawful good

Armor Class 12
Hit Points 21 (6d4 + 6)
Speed 40 ft., burrow 40 ft.

STR 8 (-1)	**DEX** 14 (+2)	**CON** 10 (+0)
INT 12 (+1)	**WIS** 10 (+0)	**CHA** 22 (+6)

Skills Perception +2, Stealth +6
Damage Resistances radiant, psychic
Senses passive Perception 12
Languages All, telepathy 30 ft.

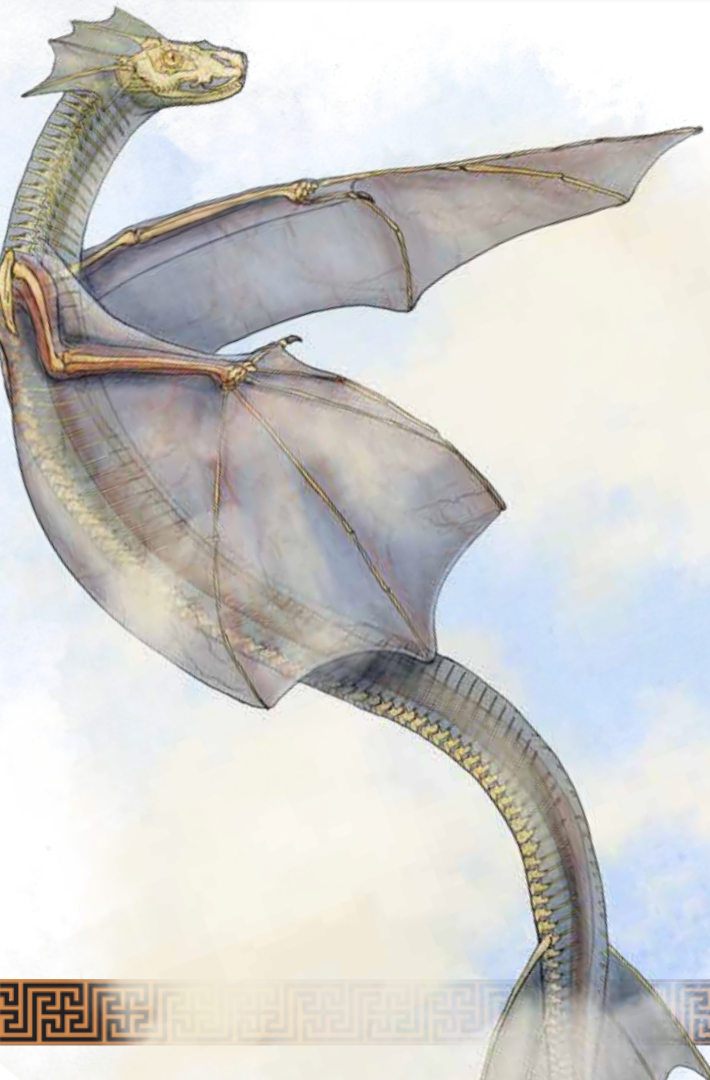
ABILITIES

Translucent. The neonate has advantage on Dexterity (Stealth) checks.

ACTIONS

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

Gentle Lullaby (Recharge 6). The neonate sings a song that is very soft and calming. Creatures within 15 feet of the neonate, including the neonate, must make a DC 11 Charisma saving throw or fall asleep for 1 minute. The song does not need to be understood to have this effect; it merely must be heard.



CRYSTAL COUATL

CHALLENGE 2 (450 XP)

Medium Celestial, Lawful Good

Armor Class 15
Hit Points 70 (10d8 + 30)
Speed 30 ft., fly 90ft.

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

Skills Insight +2, Perception +2, Stealth +4, Survival +2
Damage Resistances Radiant, Psychic
Senses Passive Perception 17
Languages All, Telepathy 120 ft.

ABILITIES

Translucent. The crystal couatl has the advantage on Dexterity (Stealth) checks.

Innate Spellcasting (Psionics). The crystal couatl's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following Spells, requiring no components:

At will: *Fog Cloud, Purify Food and Drink, Detect Evil and Good*

3/day each: *Detect Thoughts, Bless, Cure Wounds, Protection from Poison*

ACTIONS

Bite. *Melee weapon attack*, +4 to hit, reach 5 ft, one creature,
Hit: 7 (1d8+3) piercing damage,

Constrict. *Melee weapon attack*, +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

Charming Song. The crystal couatl's voice is incredibly beautiful and alluring. The song acts as a suggestion spell with the command "come to my location" to any animal, child, or other humanoid of good alignment unless a DC 14 Wisdom check is made. The song does not need to be understood to have this affect; it merely must be heard.

ARCTIC COUATL

CHALLENGE 9 (5,000 XP)

Medium Celestial, Lawful Good

Armor Class 19
Hit Points 153 (17d8+35)
Speed 30 ft., fly 90ft.

STR 20 (+5)	**DEX** 20 (+5)	**CON** 20 (+5)
INT 18 (+4)	**WIS** 22 (+6)	**CHA** 18 (+4)

Saving Throws Perception +4, Insight +8, Survival +8
Damage Resistances Radiant
Damage Immunities Psychic, Bludgeoning, Piercing, And Slashing From Nonmagical Weapons, Cold
Senses Truesight 120 Ft., passive Perception 20
Languages All, Telepathy 120 ft.

ABILITIES

Innate Spellcasting (Psionics). The arctic couatl's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following Spells, requiring no components:

At-will: *Detect Evil and Good, Heroism, Guidance, Resistance, Detect Thoughts, Faerie Fire, Dancing Lights*

3/day each: *Bless, Cure Wounds, Lesser Restoration, Protection from Poison, Sanctuary, Divine Favor, Aid*

1/day each: *Dream, Greater Restoration, Telekinesis, Beacon of Hope*

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

Shielded Mind. The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Luminous Wings. At will the arctic couatl can cause its wings to glow, as if under the effect of a Daylight spell.

ACTIONS

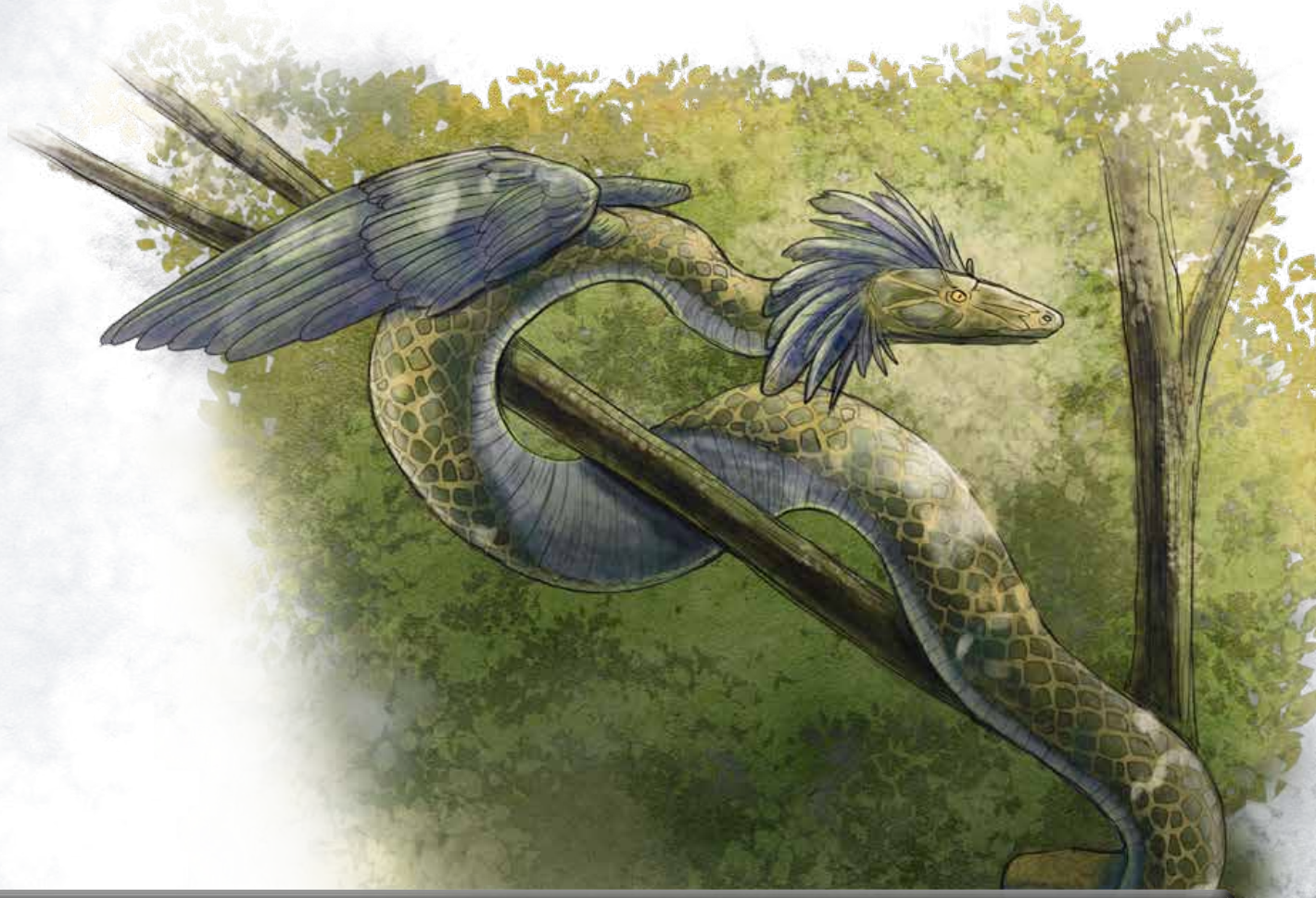
Multiattack. The arctic couatl makes two attacks: one with its bite and one with its wings.

Bite. *Melee weapon attack*, +8 to hit, reach 5 ft., one creature.
Hit: 15 (2d10+5) piercing damage, and the target must succeed on a DC 17 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours.

Wing Attack. The arctic couatl can beat its wings against an opponent inflicting 13 (2d8+5) bludgeoning damage and 6 (2d6) Radiant damage.

Constrict. *Melee weapon attack*, +6 to hit, reach 10 ft, one Medium or smaller creature.
Hit: 12 (2d8+4) bludgeoning damage, and the target is Grappled (escape DC 16). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.





CRYPTIC COUATL

CHALLENGE 11 (7,200 XP)

Medium Celestial, Lawful Good

Armor Class 19
Hit Points 210 (21d8 + 126)
Speed 40 ft., fly 60 ft., Climb 40 ft., Burrow 20 ft.

STR 22 (+6)	**DEX** 20 (+5)	**CON** 22 (+6)
INT 18 (+4)	**WIS** 22 (+6)	**CHA** 18 (+4)

Skills Perception +4, Insight +8, Survival +4, Stealth +8
Damage Immunities Psychic, Bludgeoning, Piercing, And Slashing From Nonmagical Weapons, Radiant
Senses Truesight 120 Ft., passive Perception 20
Languages All, Telepathy 120 ft.

ABILITIES

Innate Spellcasting (Psionics). The cryptic couatl's innate spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following Spells, requiring no components:

At-will: *Detect Evil and Good, Resistance, Detect Thoughts, Speak with Animals, Druidcraft, Purify Food & Drink, Entangle*

3/day each: *Bless, Cure Wounds, Lesser Restoration, Sanctuary, Divine Favor, Aid, Create or Destroy Water, Pass Without Trace*

1/day each: *Dream, Greater Restoration, Plant Growth, Grasping Vine, Commune with nature*

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

Shielded Mind. The couatl is immune to Scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The cryptic couatl makes three attacks: one with its bite and two with its wings. One of the two attacks may be made instead with its constrict.

Bite. *Melee weapon attack* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+5) piercing damage, and the target must succeed on a DC 18 Wisdom saving throw vs. the couatl's venom. The couatl's venom is mind-affecting; those under its influence become pacified and cannot attack or take other violent actions for 24 hours.

Wing Attack. The cryptic couatl can beat its wings against an opponent inflicting 17 (3d8+5) bludgeoning damage.

Constrict. *Melee weapon attack*, +8 to hit, reach 10 ft, one Medium or smaller creature.
Hit: 20 (3d10+5) bludgeoning damage, and the target is Grappled (escape DC 18). The target is Restrained while constricted and the couatl cannot constrict more than one target at a time.

Dragon Turtle

The word dragon not only denotes a species of creatures, but has an ancient weight, a meaning. It represents something great and powerful, something to be feared, but most of all to be respected. It is not surprising the subjects of this entry have many names with one commonality: the word dragon. They swam in the oceans of the earth when it was still young; before folk much smaller than them came into being, before thoughts were given a voice and immortals were called gods. They are as eternal as the waters of the earth. In my elven tongue they are known as ear'loki, or sea dragons, but for the sake of the many readers who many peruse this book I shall keep to their name in the common tongue: dragon turtles.

Emerald Dragon Turtle

Challenge 17 (18,000 XP)

Gargantuan Dragon, Neutral

Armor Class 20 Natural Armor
Hit Points 341 (22d10 + 110)
Speed 20 ft., swim 50 ft.

STR 26 (+6)	**DEX** 9 (-1)	**CON** 25 (+7)
INT 12 (+1)	**WIS** 12 (+1)	**CHA** 10 (+0)

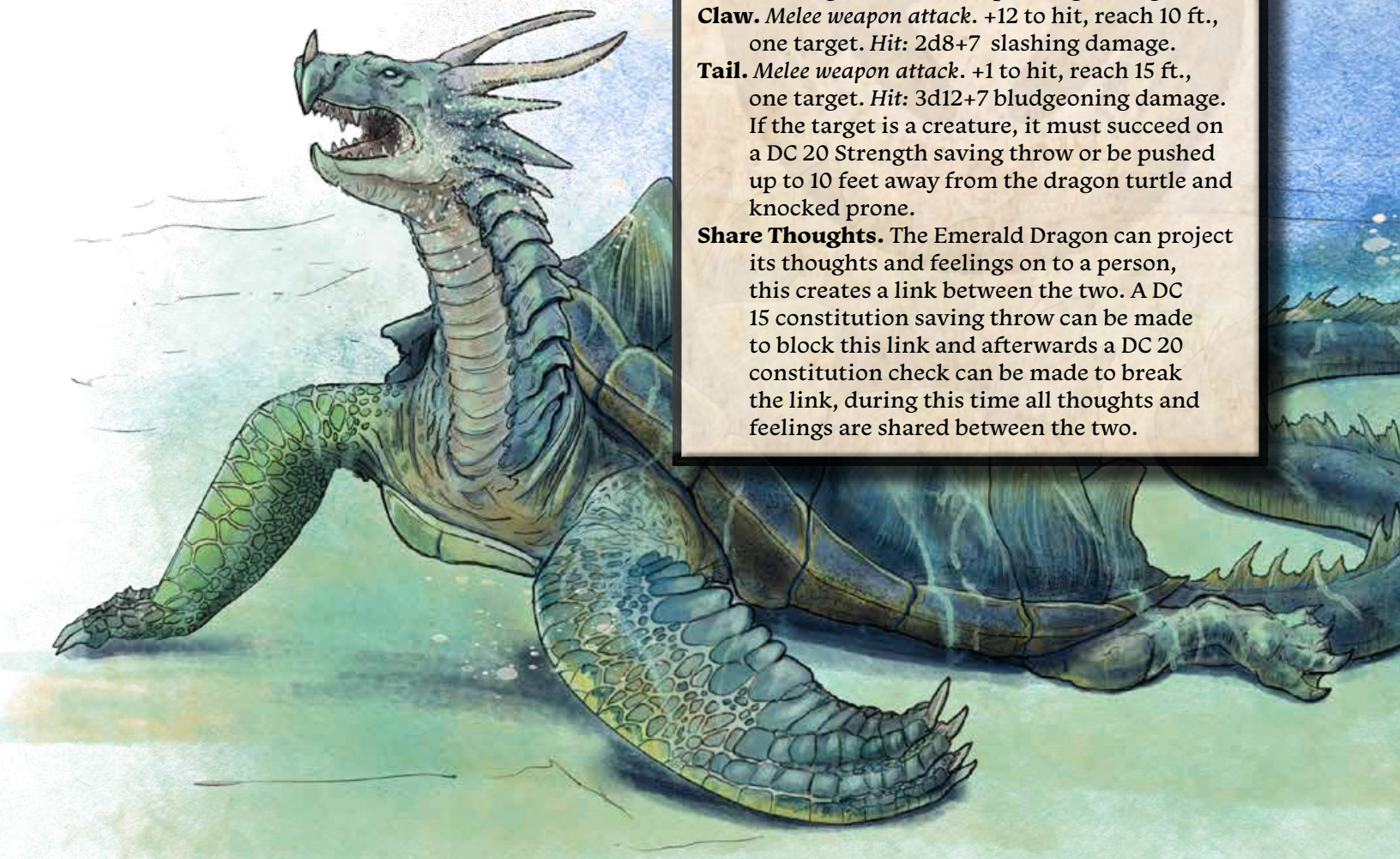
Damage Resistances Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.
Senses darkvision 120 ft. Passive Perception: 11
Languages Aquan, Draconic

Abilities

Amphibious. The emerald dragon turtle can breathe air and water.

Actions

Multiattack. The emerald dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.
Bite. *Melee weapon attack*. +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.
Claw. *Melee weapon attack*. +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.
Tail. *Melee weapon attack*. +1 to hit, reach 15 ft., one target. *Hit:* 3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.
Share Thoughts. The Emerald Dragon can project its thoughts and feelings on to a person, this creates a link between the two. A DC 15 constitution saving throw can be made to block this link and afterwards a DC 20 constitution check can be made to break the link, during this time all thoughts and feelings are shared between the two.



TREASURESHELL DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

Gargantuan Dragon, Neutral

Armor Class 21 Natural Armor
Hit Points 341 (22d10 + 110)
Speed 20 ft., swim 50 ft.

STR 25 (+5)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 10 (+0)	**WIS** 12 (+1)	**CHA** 12 (+1)

Damage Resistances Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.
Senses darkvision 120 ft. Passive Perception: 11
Languages Aquan, Draconic

ABILITIES

Amphibious. The emerald dragon turtle can breathe air and water.

ACTIONS

Multiattack. The emerald dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee weapon attack*. +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.

Claw. *Melee weapon attack*. +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.

Tail. *Melee weapon attack*. +12 to hit, reach 15 ft., one target. *Hit:* 3d12 + 7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Throw Gold. The Treasureshell can peel off gold from its shell and throw it, either as a ranged attack for 1d4 blunt damage or as a distraction.



SWAMP SNAPPER DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

Gargantuan Dragon, Neutral

Armor Class 20 Natural Armor
Hit Points 330 (22d20 + 110)
Speed 20 ft., swim 50 ft.

STR 25 (+7)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 10 (+0)	**WIS** 12 (+1)	**CHA** 9 (-1)

Damage Resistances Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.
Senses darkvision 120 ft. Passive Perception: 11
Languages Aquan, Common,Draconic

ABILITIES

Amphibious. The swamp snapper dragon turtle can breathe air and water.

ACTIONS

Multiattack. The swamp snapper makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee weapon attack*. +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.
Claw. *Melee weapon attack*. +12 to hit, reach 10 ft., one target. *Hit:* 2d8+7 slashing damage.
Tail. *Melee weapon attack*. +12 to hit, reach 15 ft., one target. *Hit:* 3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.
Steam Breath. The swamp snapper exhales scalding steam in a 60-foot cone from the decaying plant matter inside themselves that releases methane which then combusts forming the steam. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.



DESERT DRAGON TURTLE

CHALLENGE 17 (18,000 XP)

Gargantuan Dragon, Neutral

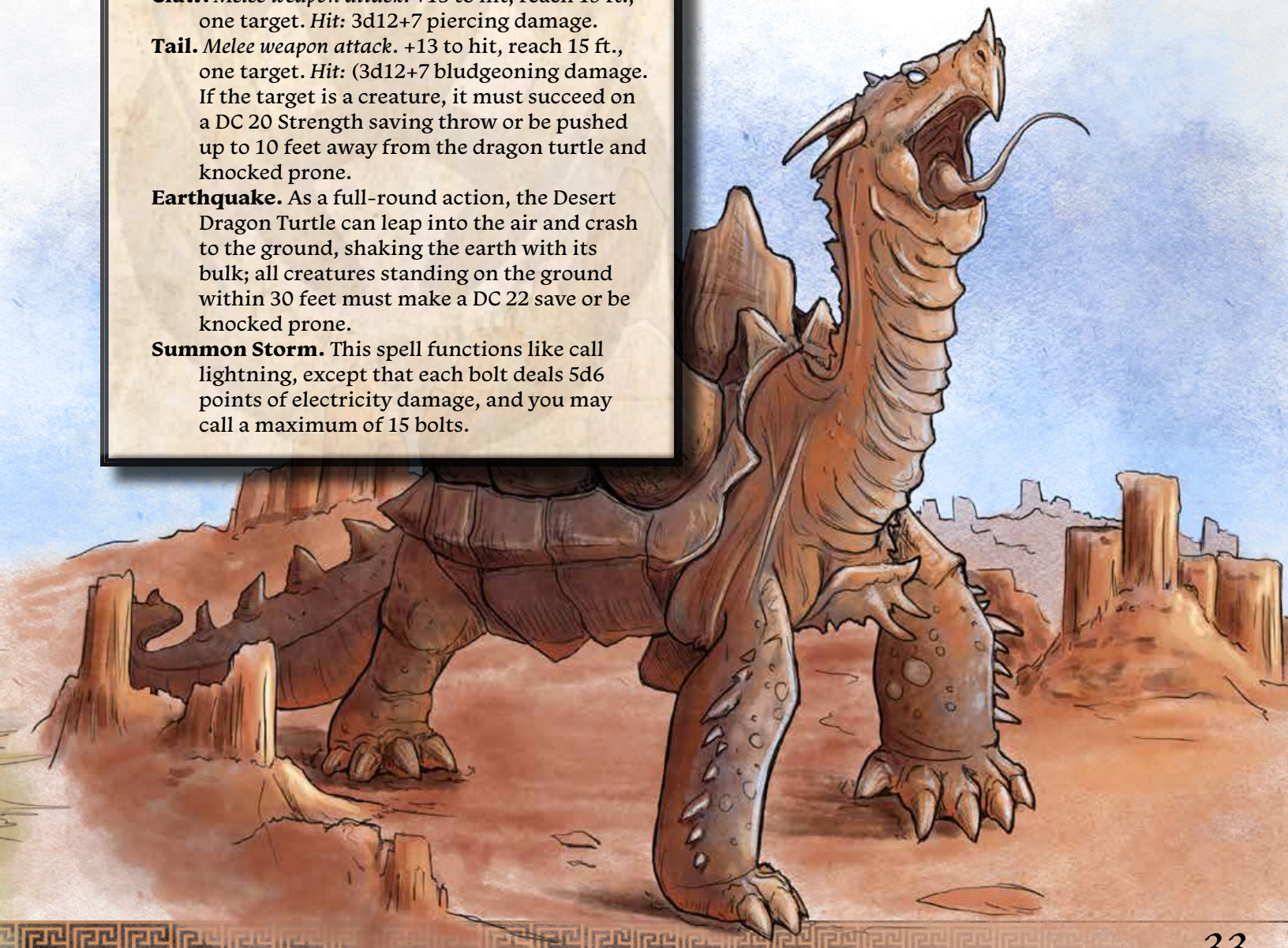
Armor Class: 20 Natural Armor
Hit Points: 350 (22d10 + 110)
Speed: 30 ft.

STR 26 (+6)	**DEX** 9 (-1)	**CON** 25 (+7)
INT 12 (+1)	**WIS** 12 (+1)	**CHA** 10 (+0)

Damage Resistances Piercing and slashing damage due to their hard shell. If you can get to their softer body between the shell plates it counts as full damage.
Senses darkvision 120 ft. Passive Perception: 11
Languages Draconic, Terran

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.
Bite. *Melee weapon attack*. +13 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.
Claw. *Melee weapon attack*. +13 to hit, reach 15 ft., one target. *Hit:* 3d12+7 piercing damage.
Tail. *Melee weapon attack*. +13 to hit, reach 15 ft., one target. *Hit:* (3d12+7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.
Earthquake. As a full-round action, the Desert Dragon Turtle can leap into the air and crash to the ground, shaking the earth with its bulk; all creatures standing on the ground within 30 feet must make a DC 22 save or be knocked prone.
Summon Storm. This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage, and you may call a maximum of 15 bolts.



Faerie Dragons

Adventurers often associate the fey with sprites, nymphs, dryads, and the like. Strange creatures who, though in appearance seem almost humanoid, have customs and cultures far unlike our own. But the presence of fey goes far beyond shy nymphs in woodland ponds. Faerie dragon courts are scattered throughout the world, spreading their mischief in towns and countrysides, or leading travelers off well-beaten paths into magical secrets and dark shadows from which they might never emerge.



Monarch Faerie Dragon

Challenge 2 (450 XP)

Tiny dragon, lawful neutral

Armor Class 15
Hit Points 31 (7d4 + 14)
Speed 30 ft., movement 00 ft.

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

Skills Arcana +3, History +3, Perception +4, Stealth +7
Senses darkvision 240 ft., passive Perception 16
Languages Common, Draconic, Sylvan, telepathy 60 ft

Abilities

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

Superior Visibility. As a bonus action, the dragon can magically activate a mantle of royalty for five minutes. Creatures that can see the dragon must make a DC 13 Intelligence saving throw. On a failed save, the target cannot look away from the dragon and is functionally blinded to all other things.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components.
1/day each: *legend lore*
2/day: *command, suggestion*

Actions

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

Regal Breath (Recharge 5-6). The dragon exhales a cloud of golden gas at one creature within 5 feet of it. The target must succeed on a DC 13 Charisma saving throw. On a failed save, the target is charmed. The target can attempt a new saving throw at the end of each of its turns to end the charmed condition.



STRAY SOD FAERIE DRAGON

CHALLENGE 2 (450 XP)

Tiny dragon, Chaotic Good

Armor Class 14
Hit Points 27 (6d4+12)
Speed 10 ft., fly 50 ft.

STR 5 (-3)	**DEX** 18 (+4)	**CON** 14 (+2)
INT 14 (+2)	**WIS** 12 (+1)	**CHA** 16 (+3)

Skills Nature +6, Perception +5, Stealth +8
Senses darkvision 60 ft., passive Perception 11
Languages Draconic, Sylvan

ABILITIES

False Appearance. While the dragon remains motionless, it is indistinguishable from a normal patch of turf.

Get Lost. If a creature with Intelligence of 4 or more step on the dragon, they become disoriented for the next 24 hours. All Wisdom (Perception) and Wisdom (Survival) checks are made with disadvantage for the duration.

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Ozopore Stink. Creatures within 5 feet of the dragon have disadvantage on all ability checks.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the seasons change, the dragon and the spells it can cast change with them. It can cast the spells as shown below.

All Seasons 1/day each: *dancing lights, mage hand, minor illusion*
Winter 1/day: *snowball swarm*
Spring 1/day: *zephyr strike*
Summer 1/day: *pyrotechnics*
Autumn 1/day: *fog cloud*

ACTIONS

Bite. *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4-1) piercing damage.

Wanderer's Breath (Recharge 5-6). The dragon exhales a puff of wanderer's gas at one creature within 5 ft. of it. The target must succeed on a DC 12 Intelligence saving throw or be forcefully teleported to a location chosen by the dragon within 500 ft.



SWALLOWTAIL SKINK
FAERIE DRAGON

CHALLENGE 1 (200 XP)

Tiny dragon, Neutral Evil

Armor Class 14
Hit Points 14 (4d4+4)
Speed 10 ft., fly 40 ft.

STR 2 (-4)	**DEX** 19 (+4)	**CON** 12 (+1)
INT 13 (+1)	**WIS** 11 (+0)	**CHA** 15 (+2)

Skills Arcana +3, Perception +2, Stealth +8
Senses darkvision 60 ft., passive Perception 16
Languages Draconic, Sylvan

ABILITIES

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Ozopore Stink. Creatures within 5 feet of the dragon have disadvantage on all ability checks.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components.

1/day each: *dancing lights, mage hand, minor illusion*

2/day: *hex*

ACTIONS

Bite. *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Blinding Breath (Recharge 5-6). The dragon exhales a puff of blinding gas at one creature within 5 feet of it. The target must succeed on a DC 10 Charisma saving throw. On a failed save, the target is blinded. The target can spend an action to wipe the sooty mucous from its eyes.

WILL-O-WISP FAERIE DRAGON

CHALLENGE 5 (1,800 XP)

Tiny dragon, Chaotic Evil

Armor Class 16
Hit Points 14 (4d4+4)
Speed 10 ft., fly 40 ft.

STR 6 (-2)	**DEX** 22 (+6)	**CON** 12 (+1)
INT 15 (+2)	**WIS** 14 (+2)	**CHA** 18 (+4)

Skills Arcana +5, Perception +4, Stealth +10
Senses darkvision 240 ft., passive Perception 16
Languages Draconic, Sylvan

ABILITIES

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Variable Illumination. The dragon sheds bright light in a 5 to 20 foot radius and dim light for an additional number of feet equal to the chosen radius. The dragon can alter the radius without using an action.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast a number of spells, requiring no material components.

1/day each: *dancing lights, hypnotic pattern, mage hand*

2/day: *control flames, suggestion*

ACTIONS

Attack. *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage and 7 (2d6) poison damage.



Griffins

Griffins are honorable and majestic creatures, with the forelimbs, wings, and head of a bird, and the body of a cat. Unlike manticores, their closest relatives, they are respected by humans and even capable of cooperating with them at times. Griffins are quite intelligent with a strict sense of justice, and will not hesitate to attack anyone who violates their principles.

Common Griffin

Challenge 3 (700 XP)

Large monstrosity, Lawful Neutral

Armor Class 13 (natural armor)
Hit Points 70 (10d10+20)
Speed 50 ft., fly 60 ft.

STR 18 (+4)	**DEX** 14 (+2)	**CON** 14 (+2)
INT 8 (-1)	**WIS** 12 (+1)	**CHA** 10 (+0)

Senses Darkvision 60 ft., Passive Perception 13
Languages Understands Common but can't speak

Abilities

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

Judgment's Keen Talon. With a fierce cry the griffin accuses a target with a specific dishonorable act. If their accusation is true the griffin gains the advantage on their next attack against the target. This ability may be used 1x per combat.
What qualifies as dishonorable is up the DM discretion, but generally actions involving theft, loss of innocent life, and cruelty count.

Actions

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

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

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



LESSER GRIFFIN

CHALLENGE 1/8 (25 XP)

Tiny monstrosity, Lawful Neutral

Armor Class 13 (natural armor)
Hit Points 6 (2d4+2)
Speed 20 ft., fly 60 ft.

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

Skills Perception +4, Stealth +4
Senses Darkvision 60 ft., Passive Perception 13
Languages Understands Common but can't speak

ABILITIES

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

Camouflage. So long as the lesser griffin remains still it has advantage on Dexterity (Stealth) checks.

ACTIONS

Beak. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Claws. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

LESSER GRIFFON SWARM

CHALLENGE 1 (200 XP)

Huge swarm of Tiny monstrosities, lawful neutral

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 20 ft., fly 60 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Understands Common but can't speak

ABILITIES

Camouflage. So long as the swarm remains still, it has advantage on Dexterity (Stealth) checks.

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

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

ACTIONS

Bites and Claws. *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 11 (4d4 + 1) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.



SNOW GRIFFIN

CHALLENGE 3 (700 XP)

Large monstrosity, Lawful Neutral

Armor Class 15
Hit Points 91 (13d10+26)
Speed 50 ft., fly 80 ft.

STR 20 (+5)	**DEX** 14 (+2)	**CON** 14 (+2)
INT 8 (-1)	**WIS** 14 (+2)	**CHA** 10 (+0)

Skills Perception +8
Damage Resistances Cold
Senses Darkvision 60 ft., Passive Perception 13
Languages Understands Common but can't speak

ABILITIES

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

Bonus Crusher. The snow griffin's beak is immensely powerful. On a critical hit using its beak attack or multiattack, the griffin rolls and extra 2d8 damage to determine how much damage the critical does.

ACTIONS

Multiattack. The snow griffin makes two attacks: one with its beak and one with its claws.

Beak. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Claws. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

RIMEWING (UNIQUE GRIFFIN)

CHALLENGE 5 (1,800 XP)

Large monstrosity, lawful evil

Armor Class 12
Hit Points 88 (11d10 + 33)
Speed 40 ft., fly 100 ft.

STR 22 (+6)	**DEX** 14 (+2)	**CON** 16 (+3)
INT 12 (+1)	**WIS** 13 (+1)	**CHA** 14 (+2)

Skills Intimidation +8, Perception +4, Stealth +5
Damage Resistances cold, fire
Senses passive Perception 14
Languages Understands Common but can't speak

ABILITIES

Crushing Critical. Rimewing deals an extra 11 (2d10) bludgeoning damage on a critical hit.

Frigid Aura. The area within 15 feet of Rimewing is supernatural cold and counts as difficult terrain for all other creatures.

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

ACTIONS

Multiattack. Rimewing makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage and 10 (3d6) cold damage.

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





TIGER GRIFFIN

CHALLENGE 10 (5,900 XP)

Huge monstrosity, Lawful Neutral

Armor Class 18
Hit Points 170 (10d10 + 20)
Speed 50 ft., fly 50 ft.

STR 22 (+6)	**DEX** 10 (+0)	**CON** 18 (+4)
INT 8 (-1)	**WIS** 14 (+1)	**CHA** 10 (+0)

Skills Perception +10
Senses Darkvision 120 ft., Passive Perception 18
Languages Understands Common but can't speak

ABILITIES

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

Knock Down. A creature successfully hit by one of the tiger griffin's attacks must make a DC 16 Dexterity saving throw or be knocked prone.

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

ACTIONS

Multiattack. The tiger griffin makes three attacks: one with its beak and two with its claws.

Beak. *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d6+6) piercing damage.

Claws. *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

KHAN (UNIQUE GRIFFIN)

CHALLENGE 6 (2,300 XP)

Huge monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 112 (15d12 + 15)
Speed 40 ft., fly 100 ft..

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

Skills Intimidation +9, Medicine +5, Perception +5, Persuasion +9
Senses passive Perception 15
Languages Common

ABILITIES

Blind. Khan is always afflicted by the blinded condition.

Royal Decree. Khan's allies that can hear him that make an attack roll of saving throw can roll a d4 and add the number rolled to the attack roll or saving throw.

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

ACTIONS

Command. All creatures that are not hostile to Khan can make a weapon attack.

REACTIONS

Loyalty. When Khan would take damage from a spell or attack, an allied creature within 40 feet can move up to its speed and intercede. The creature takes the damage and effects instead of Khan.

Harpies

The harpy was long thought to be one of the most understood magical creatures in the material plane. Recent observations by myself and other scholars in the last several decades have revealed more accurate information, discrediting long-held beliefs preached by travelers and villagers alike. It should be noted, however, that no discredited rumors have made the harpy less dangerous than before, and the fearless adventurer is still advised to take extreme caution when encountering these melodic — but deadly — creatures.



Egyptian Harpy

Challenge 1 (200 XP)

Medium Monstrosity, Chaotic Neutural

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 50 ft.

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

Senses Passive perception 10
Languages Harpy

Abilities

Minic voice. Egyptian vulture harpies can perfectly mimic familiar sounds, voices, and accents, to confuse lost travelers and lead them into an ambush.

Egyptian vulture harpy's song. All harpies can produce a hauntingly beautiful mixture of human singing and birdsong, which can enchant a person listening to it. Though Egyptian vulture harpies tend to use this the least and prefer to use tactics and cunning to capture their prey. The person must make a dc 12 wisdom saving throw, If it fails it is charmed until the spell ends or until it's hurt. The charmed creature regards the harpy as a friendly acquaintance.

Pack tactics. They have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Talon. *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 2 (2d4) slashing damage.

PIXIE HARPY

CHALLENGE 1 (200 XP)

Tiny monstrosity, chaotic neutural

Armor Class 9
Hit Points 15 (1d8 + 7)
Speed 10 ft., fly 40 ft.

STR 7 (-2)	**DEX** 18 (+4)	**CON** 11 (+1)
INT 16 (+3)	**WIS** 15 (+2)	**CHA** 14 (+2)

Senses Passive perception 10
Languages Harpy, Sylvan

ABILITIES

Group up: The pixie harpy can call out to others to form a large swarm, which will boost their singing ability. Which increases the DC save to 15.

ACTIONS

Talon. *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 1 (1d4) slashing damage.

Pixie harpy song: All harpies can produce a hauntingly beautiful mixture of human singing and birdsong, but unlike their cousins, pixie harpies songs create a type of magical buzz that give the person a headache instead of charming them due to their size. The person must make a DC 10 wisdom saving throw or be confused/dazed.

PIXIE HARPY MAGUS

CHALLENGE 3 (700 XP)

Tiny dragon, neutral evil

Armor Class 14
Hit Points 28 (8d4 + 4)
Speed 10 ft., fly 40 ft.

STR 8 (-1)	**DEX** 19 (+4)	**CON** 12 (+1)
INT 17 (+3)	**WIS** 16 (+3)	**CHA** 15 (+2)

Skills Arcana +3, Perception +2, Religion + Stealth +8
Senses darkvision 60 ft., passive Perception 16
Languages Harpy, Sylvan

ABILITIES

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

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components.
1/day each: *blur*

ACTIONS

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

Pixie Harpy Song. The harpy produces a haunting song. Creatures within 60 ft. that can hear the song must make a DC 13 Charisma saving throw or suffer from the effects of the confusion spell on their next turn.





ELYSIUM HARPY

CHALLENGE 1 (200 XP)

Medium Monstrosity, Chaotic Neutural

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

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

Senses Passive perception 10
Languages Harpy

ABILITIES

Elysium harpy's song. They produce a hauntingly beautiful mixture of human singing and birdsong, which can enchant a person listening to it. The Elysium harpy's song is one of the most powerful and hardest to resist, the person must make a dc 20 wisdom saving throw, If it fails it is charmed until the spell ends or until it's hurt. The charmed creature regards the harpy as a friendly acquaintance.

ACTIONS

Talon. *melee weapon attack*, +4 to hit, reach., one creature. *Hit:* 3 (2d4+1) slashing damage.



PHOENIX HARPY

CHALLENGE 1 (200 XP)

Size creature, Alignment

Armor Class 11 (Natural Armor)
Hit Points 38 (7d8+7)
Speed 20 ft., fly 50 ft.

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

Senses Passive perception 10
Languages Harpy, Primordial

ABILITIES

Phoenix harpy song. The Phoenix harpy's song is mixed with fire magic, the warmness of their song instead of charming a person can put them into a deep sleep, unless a 15 DC wisdom saving throw is made.

ACTIONS

Talon. *melee weapon attack*, +4 to hit, reach 5ft., one creature. *Hit:* 3 (2d4+1) slashing damage.

Burning Wings. *something attack*, +4 to hit, reach 5ft., all enemy creatures surrounding the phoenix harpy. *Hit:* 4 (2d8) fire damage.

Hippocampi

Once the villains of children's nightmares, the hippocampus now features in bardic tales of heroic ocean quests. Fishermen of the southern seas popularized the name "hippocampus" centuries ago, combining the words for "sea monster" and "horse." An understandable mistake, given the creature's eerily similar yet dissimilar appearance to the horse. My own research and observations, compiled after a year amongst the sea-elf fishing tribes south of the Pocaenan wildlands and the Tide-dancer merfolk, however, revealed attributes more reminiscent of whales and dolphins.

Kelpie Hippocampus

Challenge 1/4 (50 XP)

Medium beast, Unaligned

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 0 ft., swim 60 ft.

STR 16 (+3)	**DEX** 10 (+0)	**CON** 12 (+1)
INT 2 (-4)	**WIS** 11 (+0)	**CHA** 7 (-2)

Skills Athletics +5
Senses darkvision 60 ft., passive Perception 10
Languages understands Common

Abilities

Water Breathing. The hippocampus can breathe only underwater.

Actions

Slam. *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) bludgeoning damage.



ANGLER HIPPOCAMPUS

CHALLENGE 1 (200 XP)

Medium beast, Unaligned

Armor Class 9
Hit Points 26 (4d8 + 8)
Speed 0 ft., swim 60 ft.

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

Skills Athletics +5
Senses darkvision 60 ft., passive Perception 11
Languages -

ABILITIES

Deep Acclimation. The hippocampus can survive at extreme aquatic depths.

Depth Lure. The hippocampus deals 11 (2d10) additional damage against charmed creatures.

Water Breathing. The hippocampus can breathe only underwater

ACTIONS

Bite. *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage.

Lure. The hippocampus targets a creature that can see its light within 60 feet. The target makes a DC 14 Intelligence saving throw. On a failed save, the creature is charmed and moves towards the hippocampus on its turn. At the end of each of the creature's turn it can reattempt its saving throw to end this effect.

COLOSSAL ANGLER HIPPOCAMPUS

CHALLENGE 6 (2,300 XP)

Gargantuan monstrosity, unaligned

Armor Class 10 (natural armor)
Hit Points 181 (11d20 + 66)
Speed 0 ft., swim 25 ft.

STR 25 (+7)	**DEX** 4 (-3)	**CON** 22 (+6)
INT 3 (-4)	**WIS** 13 (+1)	**CHA** 16 (+3)

Skills Athletics +10, Perception +4
Senses darkvision 240 ft., passive Perception 14
Languages -

ABILITIES

Deep Acclimation. The hippocampus can survive at extreme aquatic depths.

Water Breathing. The hippocampus can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Lure. The hippocampus targets a creature that can see its light within 60 feet. The target makes a DC 15 Intelligence saving throw. On a failed save, the creature is charmed and moves towards the hippocampus on its turn. At the end of each of the creature's turns, it can attempt a new saving throw to end this effect.

Swallow. The hippocampus makes one bite attack against a Large or smaller creature that is charmed by it. If the attack hits, that creature takes the bite's damage and is swallowed, and the charmed effect ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hippocampus, and it takes 17 (5d6) acid damage at the start of each of the hippcampus' turns.

If the hippocampus takes 25 damage or more on a single turn from a creature inside it, the hippocampus must succeed on a DC 15 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 hippocampus. If the hippocampus dies, a swallowed creature is no longer restrained by it and can escape the corpse using 20 feet of movement, exiting prone.



SAILFISH HIPPOCAMPUS

CHALLENGE 4 (1,100 XP)

Huge beast, Unaligned

Armor Class 13
Hit Points 76 (9d12+18)
Speed 0 ft., swim 40 ft.

STR 16 (+3)	**DEX** 16 (+3)	**CON** 15 (+2)
INT 4 (+3)	**WIS** 11 (+0)	**CHA** 9 (-1)

Skills Acrobatics +5, Athletics +5
Senses passive Perception 10
Languages understands Common

ABILITIES

Charge. If the hippocampus 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 11 (2d10) piercing damage.

Water Breathing. The hippocampus can breathe only underwater

ACTIONS

Gore. *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

SCALED LANCER

CHALLENGE 5 (1,800 XP)

Large monstrosity, chaotic good

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 0 ft., swim 50 ft.

STR 18 (+4)	**DEX** 18 (+4)	**CON** 14 (+2)
INT 6 (-2)	**WIS** 12 (+1)	**CHA** 10 (+0)

Skills Acrobatics +7, Athletics +7, Perception +4
Senses passive Perception 14
Languages understands Common

ABILITIES

Brave. The Lancer has advantage on saving throws against being frightened.

Lancer's Charge. If the Lancer 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 14 (4d6) piercing damage.

Nimble Swimmer. Opportunity attacks targeting the Lancer are made with disadvantage.

Water Breathing. The Lancer can breathe only underwater.

ACTIONS

Gore. *Melee weapon attack*, +6 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage.





LIONFISH HIPPOCAMPUS

CHALLENGE 2 (450 XP)

Large beast, Unaligned

Armor Class 9
Hit Points 26 (4d8+8)
Speed 0 ft., swim 40 ft.

STR 15 (+2)	**DEX** 13 (+1)	**CON** 16 (+3)
INT 2 (-4)	**WIS** 10 (+0)	**CHA** 16 (+3)

Skills Athletics +4
Condition Immunities poisoned
Senses passive Perception 10
Languages -

ABILITIES

Back Spines. The hippocampus cannot be ridden as a mount except by creatures that are immune to poison damage and the poisoned condition.

Coral Camouflage. The hippocampus has advantage on Dexterity (Stealth) checks made in coral reefs.

Water Breathing. The hippocampus can breathe only underwater

ACTIONS

Spine. *Melee weapon attack*, +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage and 10 (2d6+3).

COLOSSAL LIONFISH HIPPOCAMPUS

CHALLENGE 3 (700 XP)

Huge monstrosity, unaligned

Armor Class 10 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 0 ft., swim 40 ft.

STR 15 (+2)	**DEX** 13 (+1)	**CON** 16 (+3)
INT 2 (-4)	**WIS** 10 (+0)	**CHA** 16 (+3)

Skills Athletics +4
Condition Immunities poisoned
Senses passive Perception 10
Languages -

ABILITIES

Back Spines. Creatures that attempt to ride the hippocampus suffer 5 (1d10) poison damage each round they are mounted on it.

Coral Camouflage. The hippocampus has advantage on Dexterity (Stealth) checks made in coral reefs.

Water Breathing. The hippocampus can breathe only underwater.

ACTIONS

Multiattack. The hippocampus makes one attack with its hooves and one with its spines.

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

Spine. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 14 (2d8 + 5) poison damage.

Hippogriffs

An offshoot of the griffin, believed by some to be the spawn of a griffin and horse, hippogriffs soar across the sky above the Shield Mountains. Many have been domesticated for use as steeds.

Common Hippogriff

Challenge 2 (450 XP)

Large monstrosity, unaligned

Armor Class 10 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft., climb 25 ft., fly 20 ft.

STR 18 (+4)	**DEX** 8 (-1)	**CON** 14 (+2)
INT 10 (+0)	**WIS** 13 (+1)	**CHA** 7 (-2)

Skills Athletics +6, Perception +3
Senses passive Perception 13
Condition Immunities frightened
Languages - -

Abilities

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

Actions

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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



HOATIZIN HIPPOGRIFF

CHALLENGE 2 (450 XP)

Large monstrosity, unaligned

Armor Class 10 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft., climb 25 ft., fly 20 ft.

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

Skills Athletics +6, Perception +3
Senses passive Perception 13
Condition Immunities frightened
Languages - -

ABILITIES

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

Stench. Any creature other than a hoatizin hippogriff that starts its turn within 10 feet of the hippogriff must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all hoatizin hippogriff for 1 hour.

ACTIONS

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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



PEREGRINE HIPPOGRIFF

CHALLENGE 2 (450 XP)

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft., fly 80 ft.

STR 16 (+3)	DEX 18 (+4)	CON 13 (+1)
INT 3 (-4)	WIS 14 (+2)	CHA 10 (+0)

Skills Athletics +5, Perception +3
Senses truesight 30 ft., passive Perception 13
Languages -

ABILITIES

Between Worlds. The hippogriff's attacks can target creatures on the Material Plane and the Etheral Plane.

Dive Bomb. If the hippogriff moves at least 20 feet before using the claws action, it has advantage on the attack roll and deals an extra 7 (2d6) piercing damage with the attack.

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

Mountain Born. The hippogriff is acclimated to high altitude, including elevations above 20,000 feet. It is also naturally adapted to cold climates.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage and the target is grappled (escape DC 13). The hippogriff can only grapple one target at a time.



COCKATOO HIPPOGRIFF

CHALLENGE 2 (450 XP)

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft., fly 40 ft.

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

Skills Deception +6, Perception +4
Senses passive Perception 14
Languages understands Common but speaks only through the use of its Mimicry trait

ABILITIES

Death Attuned. Creatures within 30 feet of the hippogriff have disadvantage on death saving throws.

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

Mimicry. The hippogriff can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

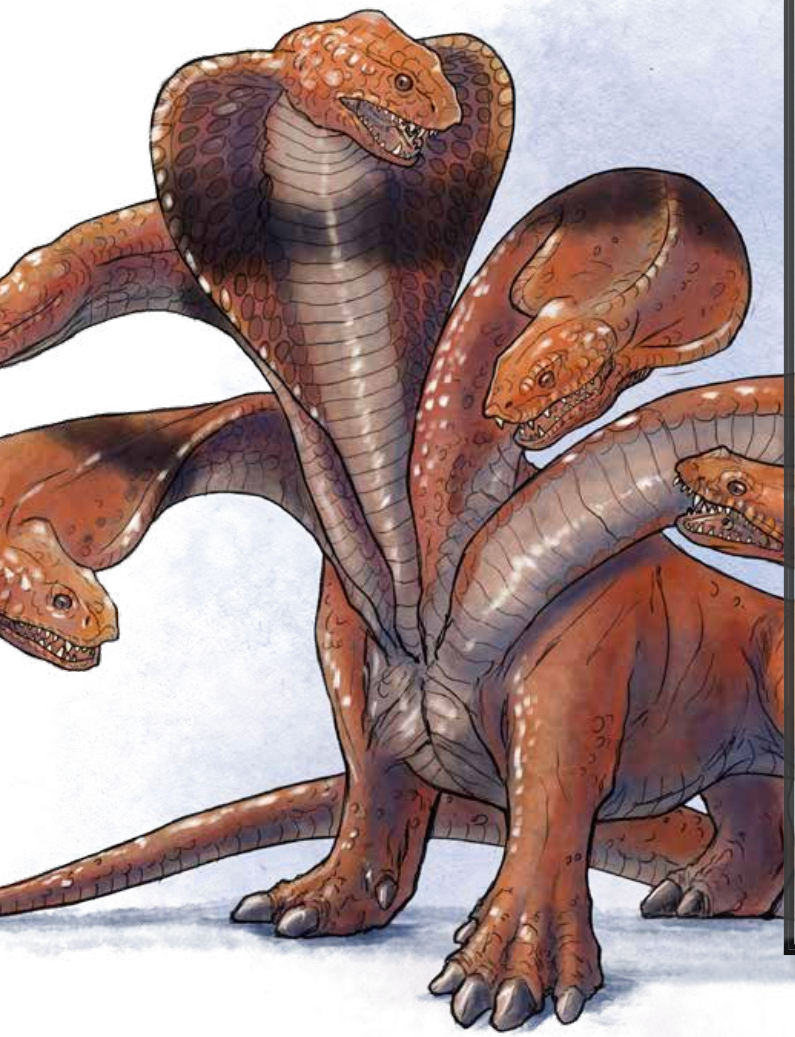
Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

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



Hydras

Living in the highest places in the world is the peregrine hippogriff. These delicate and cunning creatures live in castle towers, high mountaintops, and giant trees if they can find them. Unlike their common cousins, peregrine hippogriffs live in mated pairs, building their nests together high above anything else. Young peregrine hippogriffs learn to fly quickly, as a sudden fall could easily lead to their death. Several castles with high-enough towers boast a peregrine hippogriff pair. It has become popular enough that some nobles build high towers with these hippogriffs in mind.



Hooded Hydra

Challenge 8 (3,900 XP)

Huge monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR 20 (+5)	**DEX** 14 (+2)	**CON** 20 (+5)
INT 2 (-4)	**WIS** 10 (+0)	**CHA** 7 (-2)

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

Abilities

Multiple Heads. The hooded hydra has five heads. While it has more than one head, the hooded hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hooded hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hooded 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 hooded hydra regains 10 hit points for each head regrown in this way.

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

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

Caustic Breath. Any creature coming within 10ft of the hooded Hydra must make a DC 13 Constitution check or takes 4 (1d6) poison damage each turn they remain in range. On a success they take no damage and are immune to the effect for 24 hours.

Actions

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

Bite. *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10+5) piercing damage and 4 (1d6) acid damage.

Toxi Spit (recharge 6). The hooded Hydra launches a ball of caustic venom at a target within 100 ft. Ranged attack, +5 to hit, one target. *Hit:* 11 (2d10) acid and 11 (2d10) poison damage, and the acid remains on the target until they spend an action to remove it, taking 5 (1d8) acid damage each turn. The target must also make a DC 13 Constitution save or is poisoned, which lasts 1d4 weeks. A save can be repeated each day to end the effect, or it can be removed with a *Lesser Restoration* spell.

JUNGLE HYDRA

CHALLENGE 8 (3,900 XP)

Huge monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 20 ft., climb 50 ft.

STR 14 (+2)	**DEX** 20 (+5)	**CON** 18 (+4)
INT 2 (-4)	**WIS** 10 (+0)	**CHA** 7 (-2)

Saving Throws Dex +8
Skills Perception +6, Stealth +8
Senses darkvision 60ft ., passive Perception 16
Languages --
Challenge 8 (3 ,900 XP)

ABILITIES

Multiple Heads. The jungle hydra has three heads. While it has more than one head, the jungle hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the jungle hydra takes 35 or more damage in a single turn, one of its heads dies. If all its heads die, the jungle 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 jungle hydra regains 10 hit points for each head regrown in this way.

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

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

ACTIONS

Multiattack. The jungle hydra makes as many bite attacks as it has heads and one tail attack.

Bite. *Melee weapon attack*, +8 to hit, reach 10 ft, one creature. *Hit:* 10 (1d10+5) piercing damage and 4 (1d6) poison damage.

Tail. *Melee Weapon Attack*. +8 to hit, reach 15 ft., one creature. *Hit:* 12 (2d6+5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. If the tail has a target grappled it can slam the grappled creature into the ground as an attack, dealing 6 (1d10) bludgeoning damage.

Poison Spit (recharge 5, 6). The jungle Hydra spits a ball of poison at a target within 60 ft. All creatures within a 10 ft radius of the target must make a DC 15 Dexterity save or take 17 (3d10) poison damage, reduced to half on a successful save.

Distressed Mewing (recharge 5, 6). The jungle hydra makes a loud sound that mimics a young creature in danger. All creatures within 50 ft. that can hear the sound must make a DC 15 Wisdom save or take 9 (2d8) psychic damage and spend their next turn moving towards the jungle hydra and are considered charmed until the end of their next turn.



EEL HYDRA

CHALLENGE 14 (11,500 XP)

Huge monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 20ft., swim 50 ft.

STR 26 (+8)	**DEX** 14 (+2)	**CON** 20 (+5)
INT 8 (-1)	**WIS** 14 (+2)	**CHA** 7 (-2)

Saving Throws Str +13, Dex +7, Con +10
Skills Stealth +8
Damage Resistances cold
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, frightened, paralyzed, prone
Senses darkvision 90 ft., blindsense 40 ft., passive perception 16
Languages --

ABILITIES

Multiple Heads. The eel hydra has seven heads. While it has more than one head, the eel hydra has advantage on saving throws against being charmed, deafened, stunned, and knocked unconscious. Whenever the eel hydra takes 50 or more damage in a single turn, one of its heads dies. If all its heads die, the eel 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 eel hydra regains 10 hit points for each head regrown in this way.

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

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

Siege Monster. The eel hydra deals double damage to objects and structures.

Amphibious. The eel hydra can breathe air and water.

ACTIONS

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

Bite. *Melee weapon attack*, +13 to hit, reach 15 ft., one creature. *Hit:* 19 (2d10 + 8) piercing damage.

Ink Cloud (recharge 5, 6). The eel Hydra releases a blast of toxic ink in a 20 ft cube within 15ft of it. The area is considered filled with magical darkness for 3 rounds. All creatures starting, ending, or passing through the area must make a DC 15 Constitution save or take 28 (6d8) poison damage, reduced to half on a successful save.





Regional Effects

The region containing a storm hydra's lair is altered by the storm hydra's presence, which creates one or more of the following effects:

- The mountain and the area within a half mile of the base of it is covered in a constant light rain and sleet mixture, with a cold wind blowing steadily.
- The land within 2 miles of the base of the mountain is prone to strong storms, often with high winds and lightning which cause some damage and occasional wildfires.

When the storm hydra dies or moves on, the effects on the region remain for 2d6 weeks.

STORM HYDRA

CHALLENGE 20 (25,900 XP)

Huge monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 20ft., fly 50ft.

STR 28 (+9)	**DEX** 16 (+3)	**CON** 24 (+7)
INT 12 (+1)	**WIS** 14 (+2)	**CHA** 9 (-1)

Saving Throws Str +15, Con + 13, Wis +8
Skills Perception +8
Damage Resistances thunder
Condition Immunities frightened, paralyzed, prone
Senses darkvision 90ft., passive perception 18
Languages --
Challenge 20 (25 ,900 XP)

ABILITIES

Multiple Heads. The storm hydra has three heads. While it has more than one head, the storm hydra has advantage on saving throws against being blinded, charmed, deafened, stunned, and knocked unconscious. Whenever the storm hydra takes 80 or more damage in a single turn, one of its heads dies. If all its heads die, the storm 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 storm hydra regains 15 hit points for each head regrown in this way.

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

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

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

Magical Creature. The storm hydra is a magical creature and as such its attacks are considered magical for resistance purposes.

ACTIONS

Multiattack. The storm hydra makes as many bite attacks as it has heads and one tail attac

Bite. *Melee Weapon Attack.* +15 to hit, reach 10ft., one target.
Hit: 23 (3d8 + 9) piercing damage and 5 (1d8) lightning damage.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft,. One target.
Hit: 20 (3d6+9) bludgeoning damage.

Lightning Gout (recharge 5,6). The storm hydra releases a blast of intense lightning from each of its heads. Each blast is a line 10ft wide and 50 ft long, causing any creature in the line to make a DC 20 Dexterity save or take 33 (10d6) lightning damage, reduced to half on a successful save.

Startic Discharge. As a reaction to being hit with a melee attack, the storm hydra can release built up electric energy in its body. All creatures within 10ft of the storm hydra must make a DC 20 Constitution save or take 6 (1d10) lightning damage and are stunned until the end of their next turn.

LEGENDARY ACTIONS

The storm hydra 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 storm hydra regains spent legendary actions at the start of its turn .

Bite Attack. The storm hydra makes a bite attack.

Tail Attack. The storm hydra makes a tail attack.

Wing Attack (Costs 2 Actions). The storm hydra beats its wings. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The storm hydra can then fly up to half its flying Speed.

Lizardfolk

The lizardfolk are some of the most insular creatures I have observed, which only encourages the many misunderstandings surrounding their tribes. It is said the lizardfolk were once ancient monsters more akin to serpents than lizards, but received the gifts of legs and intelligence from long-forgotten gods. Eventually their tribes spread and evolved with their environments, leading to the four major variations of lizardfolk encountered throughout the material realm today.

Wetlands Lizardfolk

Challenge 1/2 (100 XP)

Medium humanoid, neutral

Armor Class 14 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft., swim 30ft.

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

Skills Perception +3, Stealth +3, Survival +3
Senses Passive Perception 13
Languages Draconic

Abilities

Hold Breath. The lizardfolk can hold its breath for 30 minutes.

Truthful Culture. The lizardfolk has advantage on saving throws against being charmed.

Actions

Multiattack. The lizardfolk makes two attacks: one with its mace and one with its tail

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

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





AXOLOTLEAN LIZARDFOLK

CHALLENGE 1 (200 XP)

Medium humanoid, neutral

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 25ft.

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

Skills Athletics +6, Deception +4, Stealth +5, Survival +6
Senses Passive Perception 12
Languages Aquan, Draconic

ABILITIES

Amphibious. The lizardfolk can breathe air and water.

Neotenic. After spending 24 hours above water, the lizardfolk temporarily loses its gills and takes on the appearance of a wetland lizardfolk. After spending at least 1 hour soakin in water, the lizardfolk regains its gills and original form.

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

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its macuahuitl.

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

Macuahuitl. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded in two hands.

AXOLOTLEAN LIZARDFOLK SHAMAN

CHALLENGE 4 (700 XP)

Medium humanoid, neutral

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR 16 (+3)	**DEX** 9 (-1)	**CON** 15 (+2)
INT 12 (+1)	**WIS** 16 (+3)	**CHA** 10 (+0)

Skills Perception +5, Religion +5, Survival +5
Senses passive Perception 15
Languages Common, Draconic

ABILITIES

Desert Dweller. The lizardolk is naturally adapted to hot climates.

Fatal Spittle. As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

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

Cantrips (at will): *fire bolt , mending, true strike*
1st level (4 slots): *magic missile, sleep, thunderwave*
2nd level (3 slots): *magic weapon, shatter*

ACTIONS

Multiattack. The lizardfolk makes two attacks.

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

Throwing Spear. Ranged Weapon Attack: +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 9 (1d12 + 3) slashing damage if used with two hands.

CHAMELEON LIZARDFOLK

CHALLENGE 1/2 (100 XP)

Medium humanoid, neutral

Armor Class 12
Hit Points 33 (6d8 +6)
Speed 30 ft., swim 30ft.

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

Skills Perception +3, Stealth +7, Survival +3
Senses Passive Perception 13
Languages Common, Draconic

ABILITIES

Snipe (2/Day). As a bonus action, the lizardfolk adds 1d10 to its next attack or damage roll with a longbow.

Innate Spellcasting. The lizardolk's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components.

1/day each: *greater invisibility*

ACTIONS

Multiattack. The lizardfolk makes two attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CHAMELEON LIZARDFOLK SHAMAN

CHALLENGE 1 (200 XP)

Medium humanoid, neutral

Armor Class 12
Hit Points 49 (7d8 + 7)
Speed 30 ft., climb 30 ft.

STR 10 (+0)	**DEX** 15 (+2)	**CON** 12 (+1)
INT 15 (+2)	**WIS** 14 (+2)	**CHA** 11 (+0)

Skills Arcana +4, Perception +4, Stealth +7, Survival +4
Senses passive Perception 14
Languages Common, Draconic

ABILITIES

Innate Spellcasting. The lizardolk's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components.

1/day each: *greater invisibility*

Spellcasting. The shaman is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash, dancing lights, minor illusion*

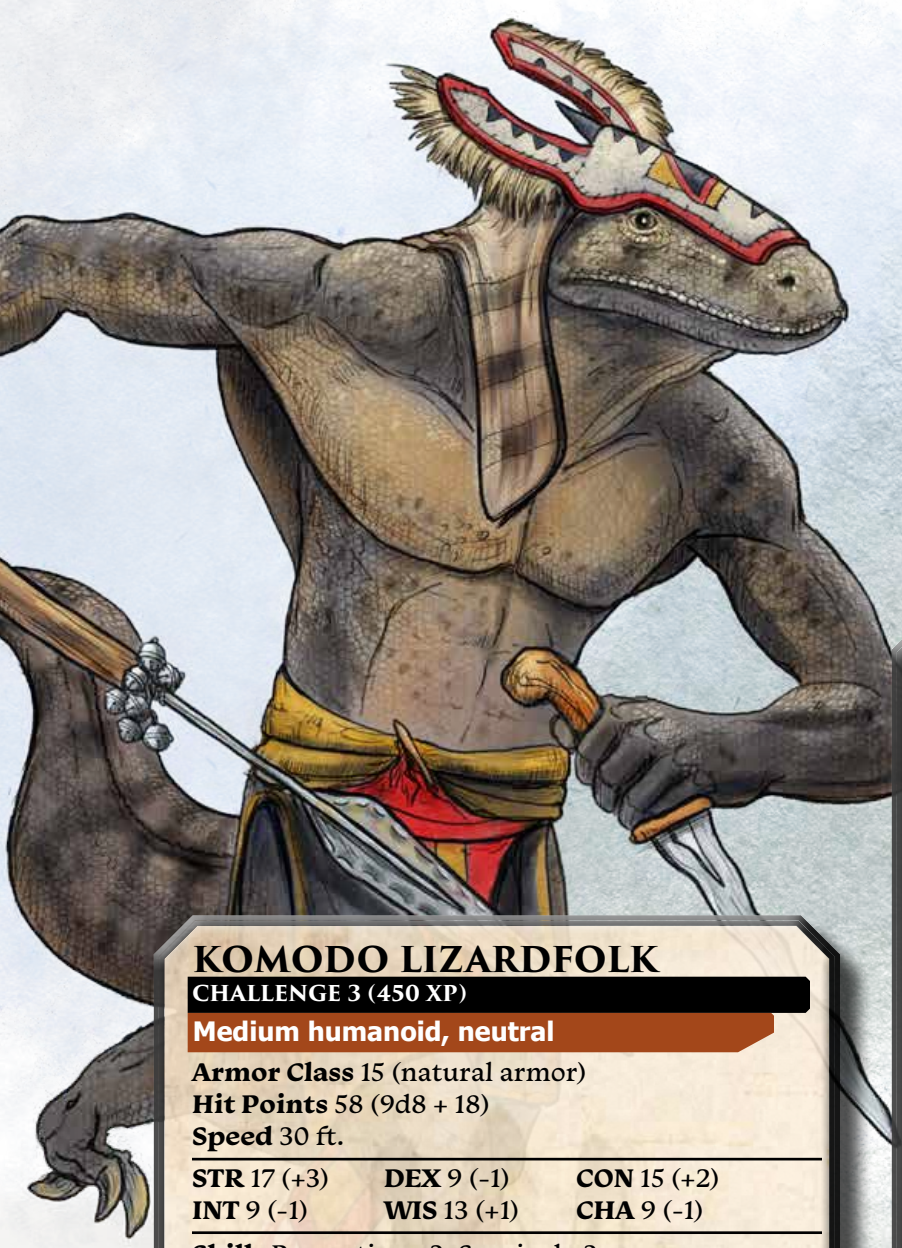
1st level (4 slots): false life, grease, jump

2nd level (3 slots): *acid arrow, enlarge/reduce*

ACTIONS

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





KOMODO LIZARDFOLK

CHALLENGE 3 (450 XP)

Medium humanoid, neutral

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR 17 (+3)	**DEX** 9 (-1)	**CON** 15 (+2)
INT 9 (-1)	**WIS** 13 (+1)	**CHA** 9 (-1)

Skills Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Draconic

ABILITIES

Desert Dweller. The lizardolk is naturally adapted to hot climates.

Fatal Spittle. As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

ACTIONS

Multiattack. The lizardfolk makes three attacks.

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

Throwing Spear. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

KOMODO LIZARDFOLK SHAMAN

CHALLENGE 4 (700 XP)

Medium humanoid, neutral

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR 16 (+3)	**DEX** 9 (-1)	**CON** 15 (+2)
INT 12 (+1)	**WIS** 16 (+3)	**CHA** 10 (+0)

Skills Perception +5, Religion +5, Survival +5
Senses Passive Perception 15
Languages Common, Draconic

ABILITIES

Desert Dweller. The lizardolk is naturally adapted to hot climates.

Fatal Spittle. As a bonus action, the lizardfolk coats one of its weapons with venomous saliva. The next attack made with the weapon deals an extra 7 (2d6) poison damage.

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

Cantrips (at will): *fire bolt , mending, true strike*
1st level (4 slots): *magic missile, sleep, thunderwave*
2nd level (3 slots): *magic weapon, shatter*

ACTIONS

Multiattack. The lizardfolk makes two attacks.

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

Throwing Spear. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 9 (1d12 + 3) slashing damage if used with two hands.

Manticores

Some say they are the result of horrible magical and alchemical experiments that escaped the laboratory to hunt. Some say all of the evil, violent thoughts in the world coalesced one day to form them. Whatever the origin, the manticore is a monstrous beast. It has the body of a large cat and the wings of a bat, with spines down its back which ends in the tail of a scorpion. Its face is monstrous yet also vaguely human, and rests in a contorted expression of rage.

Manticores seem to have a deep-seated hatred of humans and humanoids. They seek the taste of human flesh, and seem to enjoy the suffering of their victims. One should be very wary when seeking to slay a manticore, for even victory may be pyrrhic when you walk away with their poison in your veins.

Lion-Headed Manticore

Challenge 2 (450 XP)

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 40 ft.

STR 16 (+3)	**DEX** 15 (+2)	**CON** 17 (+3)
INT 11 (+0)	**WIS** 14 (+2)	**CHA** 8 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages Common

Abilities

Natural Camouflage. The manticore has advantage on Dexterity (Stealth) checks made to hide in deserts and other sandy terrain.

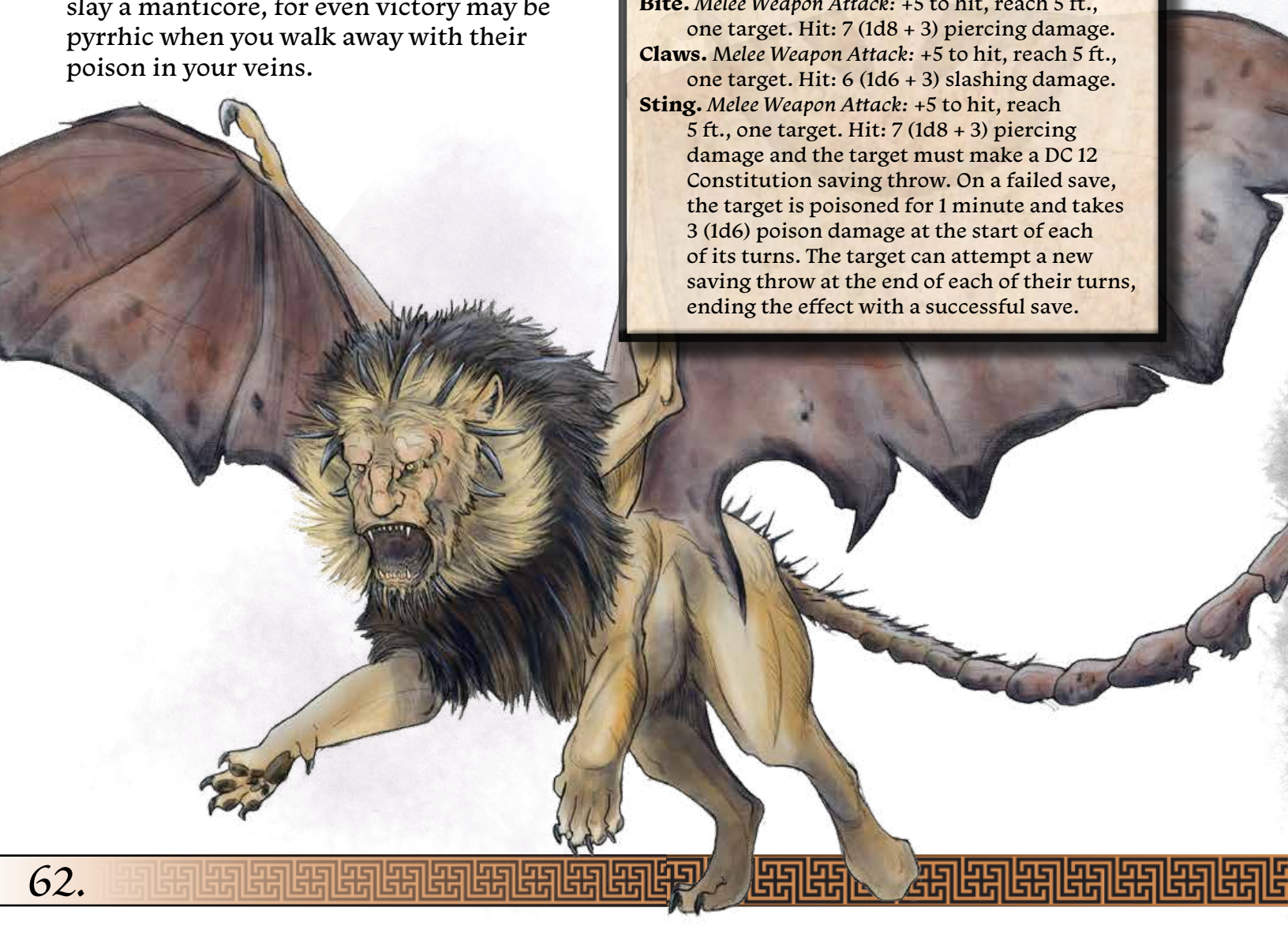
Actions

Multiattack. The manticore makes two attacks: one with its bite or claws and one with its sting.

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

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target must make a DC 12 Constitution saving throw. On a failed save, the target is poisoned for 1 minute and takes 3 (1d6) poison damage at the start of each of its turns. The target can attempt a new saving throw at the end of each of their turns, ending the effect with a successful save.



DARK MANTICORE

CHALLENGE 5 (1800 XP)

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., climb 40 ft., fly 20 ft.

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

Skills Perform +6, Stealth +7
Senses blindsight 120 ft., darkvision 30 ft., passive Perception 12
Condition Immunities charmed, frightened
Languages Common

ABILITIES

Bristling Spines. When a creature within 5 feet of the manticore makes a melee attack against it, the creature takes 3 (1d6) piercing damage.

Dirge. While not in combat, the manticore can choose to sing a haunting dirge that can be heard up to 300 feet away. Creatures that hear the dirge must make a DC 14 Charisma saving throw. On a failed save, whenever the target makes an ability check, attack roll, or saving throw it rolls a d4. The creature subtracts the number rolled from the result of their d20 roll for the next 24 hours. A creature that passes their saving throw is immune to the specific manticore's dirge for the next week.

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

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

Tail Quill Regrowth. The manticore has thirty-six tail quills. Used quills regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its tail quill.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Tail Quill. *Melee Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and a quill is imbedded in the target. A creature that starts its turn with a quill imbedded in them loses 3 (1d6) hit points. As a bonus action, a creature can attempt to pull a quill out with a DC 15 Strength (Athletics) check.



DESERT MANTICORE

CHALLENGE 2 (450 XP)

Small monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft., burrow 15 ft., fly 30 ft.

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

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Common

ABILITIES

Natural Camouflage. The manticore has advantage on Dexterity (Stealth) checks made to hide in deserts and other sandy terrain.

ACTIONS

Multiattack. The manticore makes two attacks: one with its bite or claws and one with its sting.

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

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage and the target must make a DC 12 Constitution saving throw. On a failed save, the target is poisoned for 1 minute and takes 3 (1d6) poison damage at the start of each of its turns. The target can attempt a new saving throw at the end of each of their turns, ending the effect with a successful save.





FEATHERED MANTICORE

CHALLENGE 4 (1100 XP)

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 60 ft., fly 40 ft.

STR 15 (+2)	**DEX** 16 (+3)	**CON** 15 (+2)
INT 7 (-2)	**WIS** 12 (+1)	**CHA** 9 (-1)

Skills Intimidation +4, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Common

ABILITIES

Poison Flick (Recharge 5-6). The manticore's next tail attack has a range of 50/150 ft.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 3 (1d6) acid damage.

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 7 (2d6) poison damage.

Myconids

There has never been a more important time to speak about myconid preservation than today. As more species become aware of one another, it becomes increasingly difficult to understand each other. This can be doubly said for the mighty species of myconids who are not animal life, but plant life.

What makes conservation, or better put, preservation, so difficult with the myconids is the common misconception that because one can sprout from the ground centuries old they are ancient and wise. While these two descriptors may be totally true in reference to their own ways and their own kind, newly sprouted myconids are naive to the ways of our world. We should set realistic expectations for these alien creatures and perhaps learn better how to communicate with them, rather than expecting them to adapt to us.



Amanita Muscaria Myconid

Challenge 1/2 (100 XP)

Medium Plant, Unalignment

Armor Class 12 (natural armor)
Hit Points 22 (4d8+4)
Speed 20 ft.

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

Senses Darkvision 120 ft., Passive Perception 11
Languages --

Abilities

Telepathic Fungi. Amanita muscaria myconids cast intertwining filaments to communicate. Any creature within 10 feet of the myconid can communicate telepathically with one another. This affects only creatures with Intelligence of 2 or higher aren't undead, constructs, or elementals.

Panfungal Awareness. Amanita muscaria myconids are a singular organism, even if their colonies are continents apart. Their shared genealogy creates a unique awareness that transcends space and time. If one myconid is aware of something, all within a colony are aware as well.

Innate Spellcasting. The myconid's innate spellcasting ability is Wisdom (Spell save DC 11). It can innately cast the following spells, requiring no components:
At-Will: Detect Thoughts

Actions

Fist. *Melee weapon attack*, +2 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage

Hallucinogenic Spores (3/day). The myconid releases spores within a 10 foot radius from it. These spores can go around corners. Creatures in the area must succeed a DC 12 Constitution saving throw or suffer uncontrollable delusions as if affected by the confusion spell for 1 minute. The target can attempt a new saving throw at the end of each of their turns, ending the effect on themself with a success.

BEARDED TOOTH MYCONID

CHALLENGE 2 (450 XP)

Small Plant, Unalignment

Armor Class 14 (natural armor)
Hit Points 38 (7d6+14)
Speed 40 ft.

STR 14 (+2)	**DEX** 12 (+1)	**CON** 14 (+2)
INT 8 (-1)	**WIS** 12 (+1)	**CHA** 7 (-2)

Senses Darkvision 120ft., Passive Perception 11
Languages Common

ABILITIES

Aura of Sickening. The bearded tooth myconid emits a sickening aura. Creatures that enter or start their turn within a 10-foot radius of the myconid must make a DC 12 Constitution saving throw or be poisoned while in the aura and for 1 minute upon leaving the aura. If the saving throw fails by 5 or more, the creature is automatically stunned while in the area of the aura. On a successful saving throw, the creature is immune to the aura of sickening of all bearded tooth myconid for 1 hour.

Defensive. As a bonus action, the myconid can use the Disengage action.

Mistrustful. The myconid has advantage on Insight checks. Additionally, it has advantage on saving throws against charm effects.

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

ACTIONS

Multiattack. The myconid makes two bite attacks.

Bite. *Melee weapon attack*, +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+2) piercing damage plus 5 (2d4) poison damage.

SCRUFFY SPORELING BEARDED TOOTH MYCONID

CHALLENGE 1/8 (25 XP)

Tiny plant, unaligned

Armor Class 12
Hit Points 7 (2d4 + 2)
Speed 30 ft.

STR 10 (+0)	**DEX** 14 (+2)	**CON** 12 (+1)
INT 6 (-2)	**WIS** 11 (+0)	**CHA** 7 (-2)

Senses darkvision 120 ft., passive Perception 10
Languages understands Common

ABILITIES

Spore Explosion. When the myconid is reduced to 0 hit points or less, it explodes in a 10 foot radius cylinder of spores. Creatures in the cylinder must make a DC 10 Constitution saving throw, becoming poisoned for 1 hour on a failed save.

ACTIONS

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



MORELL MYCONID

CHALLENGE 3 (700 XP)

Medium Plant, Unalignment

Armor Class 16 (natural armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR 10 (+0)	**DEX** 12 (+1)	**CON** 14 (+2)
INT 13 (+1)	**WIS** 16 (+3)	**CHA** 13 (+1)

Senses Darkvision 120ft., Passive Perception 13
Languages any three languages

ABILITIES

Aura of Tranquility. Morrell mycnoids exude an aura of calmness that extends within a 20-foot radius from it. Creatures that enter the area or starts their turn in it must make a DC 14 Charisma saving throw or be affected by the calm emotions spell. Creatures can choose to fail this saving throw.

Mediators. Morrell myconids are natural mediators and have advantage on Charisma checks to interact with creatures inside their Aura of Tranquility.

Innate Spellcasting. The myconid's innate spellcasting ability is Wisdom (Spell save DC 14). It can innately cast the following spells, requiring no components:
At-will: *find familiar, speak with animals*
1/day: *conjure woodland beings*

ACTIONS

Multiattack. The myconid makes three fist attacks.

Fist. *Melee weapon attack*, +3 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage

Regenerative Touch. As an action, the morell myconid can touch a creature to restore bodily functions or lost limbs. The target heals 12 (2d8+3) Hit Points The target's severed body parts (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the severed part is held to the stump, it instantaneously causes the limb to knit to the stump.



MORRELL SPORELING

CHALLENGE 1/8 (25 XP)

Tiny plant, unaligned

Armor Class 12
Hit Points 7 (2d4+2)
Speed 30 ft., movement 00 ft.

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

Senses darkvision 120 ft., passive Perception 10
Languages understands Common

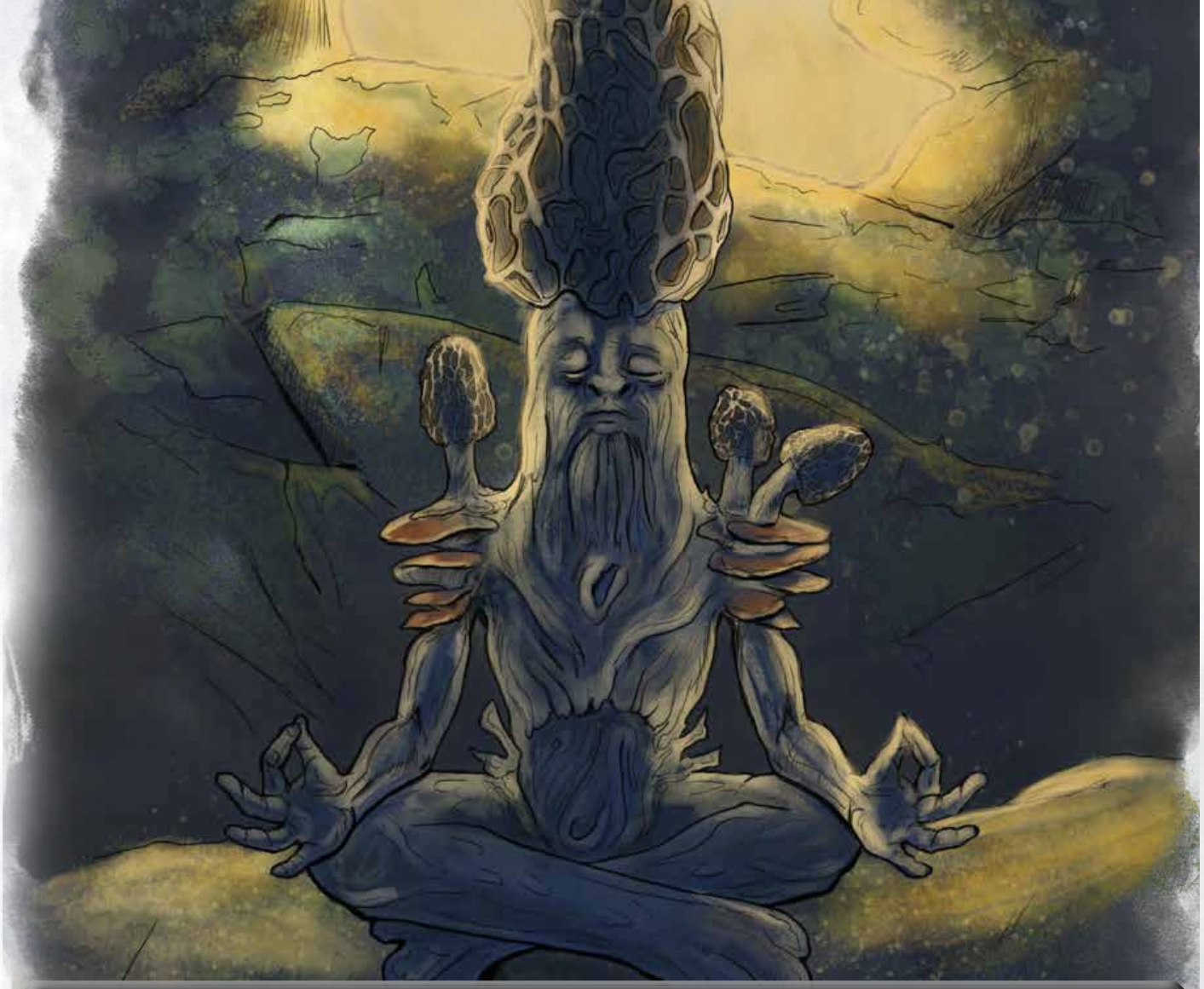
ABILITIES

Protective Aura. Creatures within 30 feet of the sporeling that attempt to harm it must make a DC 12 Charisma saving throw. On a failed save, the creature must choose a new target for the hostile action.

ACTIONS

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

Mending Touch. The sporeling touches a creature within 5 feet of it. The target heals 2 hit points.



MOSSY MYCONID

CHALLENGE 1 (200 XP)

Medium Plant, Unalignment

Armor Class 12 (natural armor)
Hit Points 39 (6d8+12)
Speed 20 ft.

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

Skills Persuasion +5, Survival +4
Senses Darkvision 120ft., Passive Perception 11
Languages Common, Sylvan, telepathy 30 ft.

ABILITIES

Wanderer. The mossy myconid has advantage on Wisdom (Survival) checks when determining directions or finding a safe location to rest.

Trinket Crafter. The mossy myconid can spend 8 hours to craft a trinket made from parts of their flesh. A creature in possession of this trinket can cast the scrying spell targeting the myconid. Additionally, the owner gains advantage on Charisma (Persuasion) checks when interacting with other plant creatures.

ACTIONS

Fist. *Melee weapon attack*, +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4+1) bludgeoning damage

Awaken Ally (2/day). As an action, the mossy myconid can touch a Huge or smaller non-intelligent plant and grant it sentience as if it had cast the awaken spell on it. Huge and Large targets use the stats for *awakened tree*, Medium and Small targets use the stats for *needle blights* or *vine blights*.

Captivating Tale. As an action, the myconid tells a story that lasts until the end of the turn. Hostile creatures within 30 feet of the myconid must succeed a DC 12 Charisma saving throw or be charmed. Creatures with an Intelligence score of 3 or less are immune to this effect. The spectacle ends early if the myconid is incapacitated, silenced, or it voluntarily end the tale (no action required).

Otyughs

Putrid mounds of walking refuse is often the first thought a person has when thinking of the noble otyugh. What most fail to see in these olfactory-sense-assaulting monsters is that they are not monsters at all, but creatures perfectly designed to live as one in their natural environment: garbage.

A great many creatures in the realms were created by wizards, but the otyugh species is one of the only ones 'enhanced' by an alchemist. Many years ago, an alchemist whose name was lost to time needed something to help clean up her experiments. If left alone, they tended to grow claws, teeth, and feet — running off to terrify pesky villagers who would oft speak of raising arms against the alchemist.

UNDERCITY OTYUGH

CHALLENGE 4 (1,100 XP)

Large aberration, neutral

Armor Class 10
Hit Points 105 (11d10 + 50)
Speed 30 ft.

STR 16 (+3)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 6 (-2)	**WIS** 12 (+1)	**CHA** 7 (-2)

Senses darkvision 120 ft., passive Perception 11
Languages Otyugh, telepathy 60 ft.

ABILITES

Stinky. Creatures that start their turn or move within 30 feet of the otyugh must make a DC 15 Constitution saving throw or become poisoned for 30 minutes.

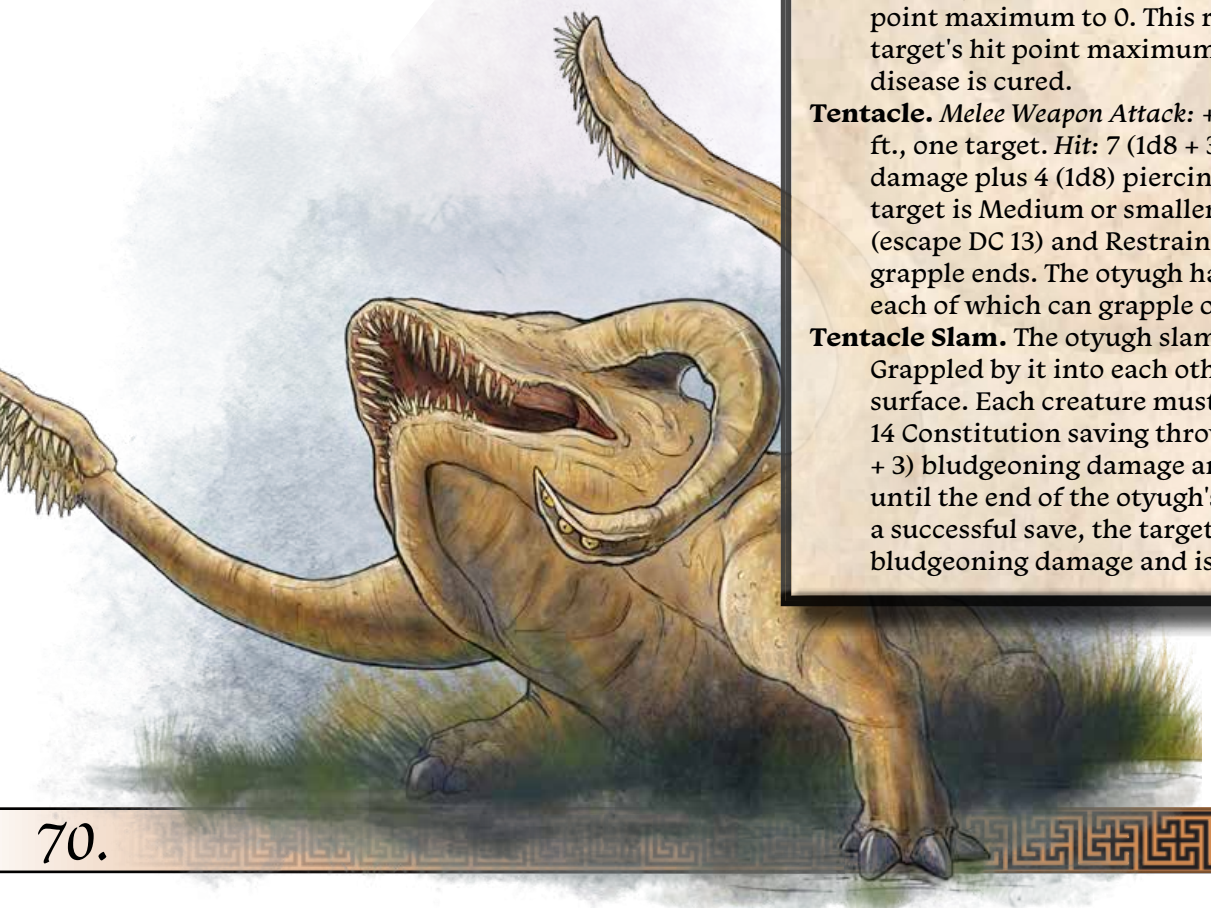
ACTIONS

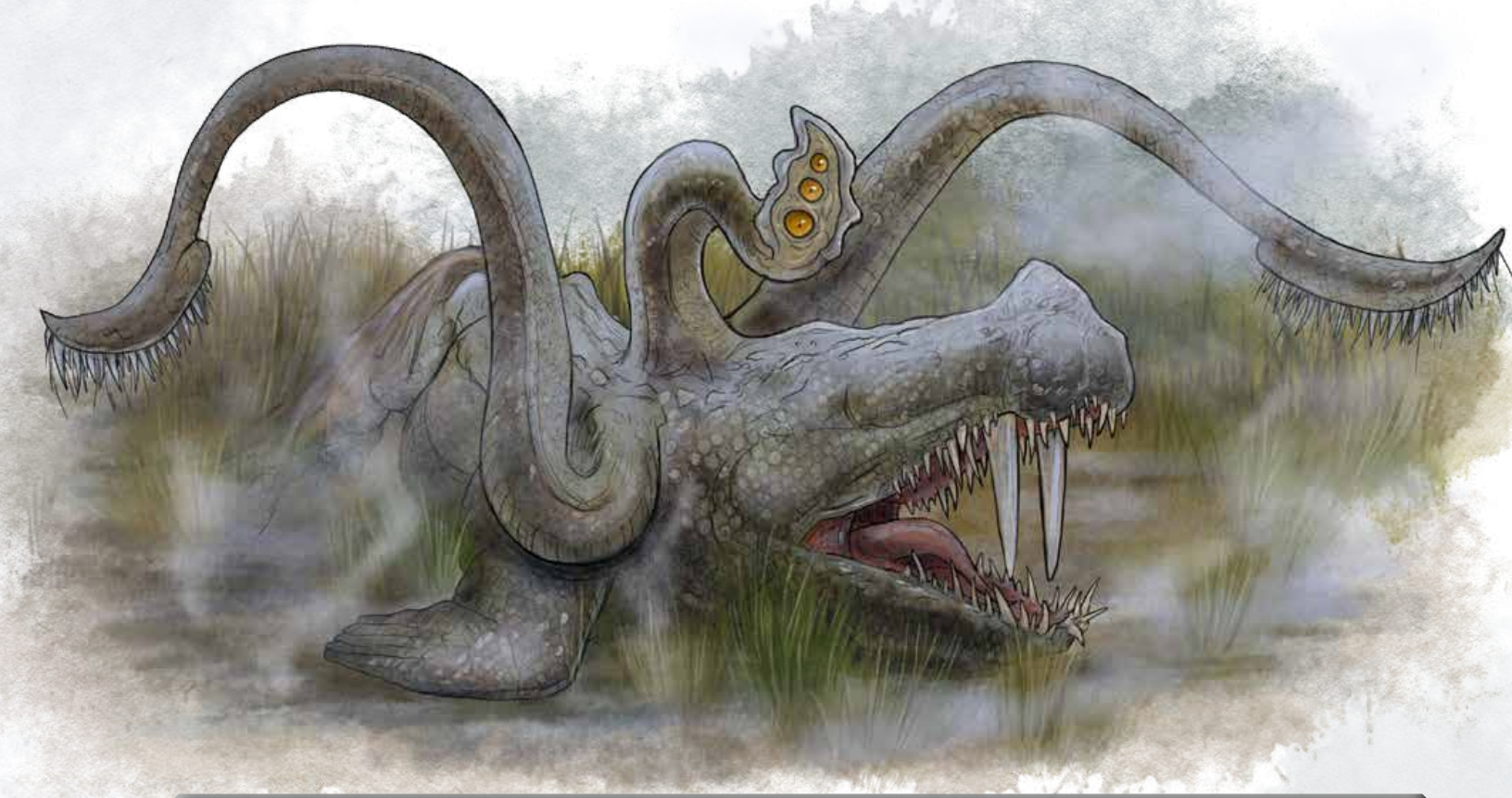
Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become Poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures Grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be Stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't Stunned.





SLUDGE SWIMMER

CHALLENGE 3 (2,300 XP)

Large aberration, Neutral

Armor Class 12 Natural Armor
Hit Points 82 (11d10+22)
Speed 30 ft., swim 25 ft.

STR 17 (+3)	**DEX** 8 (-1)	**CON** 15 (+2)
INT 16 (+3)	**WIS** 14 (+2)	**CHA** 9 (-1)

Saving Throws Con +4, Int +5
Skills Deception +4, History +5, Perception +4
Senses passive Perception 14
Languages Common, Otyugh, telepathy 120 ft.

ABILITIES

Amphibious. The sludge swimmer can breathe air and water.

Inscrutable. The sludge swimmer is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sludge swimmer's intentions or sincerity have disadvantage.

Innate Spellcasting. The sludge swimmer innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast a number of spells, requiring no material components.

1/day: *shield*
2/day: *identify*

ACTIONS

Multiattack. The sludge swimmer makes two attacks: one with its bite and one with its tentacle.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The sludge swimmer has two tentacles, each of which can grapple one target.

Tentacle Slam. The sludge swimmer slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 13 Strength saving throw or take 10 (2d6+3) bludgeoning damage and be stunned until the end of the sludge swimmer's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

BENTHIC OTYUGH

CHALLENGE 6 (2300 XP)

Large aberration, Neutral

Armor Class 13 natural armor
Hit Points 157 (15d10+75)
Speed 30 ft., swim 25 ft.

STR 17 (+3)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 6 (-2)	**WIS** 13 (+1)	**CHA** 12 (+1)

Saving Throws Con +8
Skills Perception +4
Vulnerabilities fire
Senses blindsight 20 ft., darkvision 240 ft. passive Perception 14
Languages Otyugh

ABILITIES

Amphibious. The otyugh can breathe air and water.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a Language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its mandible and two with its tentacles.

Mandible. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) piercing damage and 5 (1d10) slashing damage. If the otyugh moved at least 10 ft. before attacking, it has advantage on the roll. Additionally, a hit creature must make a DC 15 Constitution saving throw or begin to bleed. A bleeding creature takes 5 (1d10) damage at the start of each of its turns. The bleeding can be stopped with a successful DC 13 Wisdom (Medicine) check or any magical healing.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target. Luring Light. The otyugh uses its bioluminescent lure to muddle the thoughts of a single creature that is not blinded within 100 ft. of it. The creature must succeed on a DC 14 Charisma or it must use its next turn to do nothing but walk closer to the otyugh. The creature ignores potential threats in its path to the otyugh.





VINE TRAPPER OTYUGH

CHALLENGE 6 (2300 XP)

Large aberration, Neutral

Armor Class 12 (natural armor)
Hit Points 112 (15d10+30)
Speed 30 ft.

STR 19 (+4)	**DEX** 14 (+2)	**CON** 14 (+2)
INT 2 (-4)	**WIS** 8 (-1)	**CHA** 10 (+0)

Saving Throws Con +5
Skills Perception +4
Vulnerabilities fire
Senses passive Perception 14
Languages --

ABILITIES

Ambusher. During the first turn, the vine trapper deals additional 11 (2d10) acid damage with its bite attack and an additional 4 (1d8) piercing damage on its tentacle attacks against any creature that hasn't taken its turn.

Constrict. At the start of its turn, the vine trapper deals 10 (2d6 + 3) bludgeoning damage to any creature it has grappled with its tentacles.

False Appearance. While the vine trapper remains motionless, it is indistinguishable from a collection of vines and jungle flowers.

ACTIONS

Multiattack. The vine trapper makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The vine trapper can only grapple one creature at a time with its mouth. A creature grappled by the vine trapper's mouth takes 6 (1d12) acid damage at the start of its turn.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (1d10) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The vine trapper has two tentacles, each of which can grapple one target.

Owlbears

Owlbears are often perceived as a simple species; violent beasts who originated as a botched experiment by a foolhardy wizard. And while I cannot deny the creatures' violent natures, owlbears are far more complex creatures whose various forms of nonverbal communication allow them to convey a wealth of knowledge between one another. Many incorrectly assume owlbears are birds because of their avian features. However, like the platypus, owlbears are considered mammals, if not with the caveat that they came into creation by way of magical means.



Great Horned Owlbear

Challenge 4 (1,100 XP)

Large monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 78 (8d10 + 24)
Speed 40 ft.

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

Saving Throws Text
Skills Perception +3, Intimidation +3
Senses darkvision 60ft., passive Perception 13
Languages --

Abilities

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

Standing Leap.The great horned owlbear's long jump is 20ft and its high jump is up to 10 ft, with or without a running start.

Pounce. If the great horned owlbear moves at least 20 feet straight toward a creature and then hits it with a claw or beak 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 great horned owlbear can make one beak attack against it as a bonus action.

Actions

Multiattack. The great horned owlbear makes two attacks: one with it's beak and one with its claws.

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

Claws. *Melee weapon attack*, +7 to hit, reach 5 ft, one creature. *Hit:* 14 (2d8+5) slashing damage

PANDOWL

CHALLENGE 2 (450 XP)

Medium monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR 18 (+4)	**DEX** 12 (+1)	**CON** 16 (+3)
INT 3 (-4)	**WIS** 12 (+1)	**CHA** 7 (-2)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages --

ABILITIES

Downhill Roll. When moving down a hill or other incline, a pandawl can roll down the hill. This increases its base speed by 20 ft while it is moving down the hill.

Furious Lament. If its partner dies during combat, the pandawl has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

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

ACTIONS

Multiattack. The pandawl makes two attacks: one with it's beak and one with its claws.

Beak. *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 9 (1d10+4) piercing damage

Claws. *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 13 (2d8+4) slashing damage

COLOSSAL PANDOWL

CHALLENGE 7 (2,900 XP)

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 25 ft.

STR 22 (+6)	**DEX** 10 (+0)	**CON** 20 (+5)
INT 3 (-4)	**WIS** 13 (+1)	**CHA** 8 (-1)

Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages -

ABILITIES

Downhill Trample. When moving down a hill or other incline, the pandowl can roll down the hill. This increases its base speed by 20 feet while it is moving down the hill.

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

ACTIONS

Multiattack. The pandowl makes three attacks: one with its beak and two with its claws

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) bludgeoning damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.





POWLBEAR

CHALLENGE 5 (1,800 XP)

Medium monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 50 ft., swim 40ft.

STR 20 (+5)	**DEX** 16 (+3)	**CON** 18 (+4)
INT 4 (-3)	**WIS** 12 (+1)	**CHA** 7 (-2)

Skills Perception +4
Damage Resistances Cold
Senses darkvision 60ft., passive Perception 14
Languages --

ABILITIES

Aggressive. As a bonus action, the powlbear can move up to its speed towards a hostile creature it can see.

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

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

Pounce. If the powlbear moves at least 20 feet straight toward a creature and then hits it with a claw or beak 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 powlbear can make one beak attack against it as a bonus action.

Snow and Rock Camouflage. The powlbear has advantage on Dexterity (Stealth) checks made to hide in snowy or rocky terrain.

ACTIONS

Multiattack. The powlbear makes two attacks: one with it's beak and one with its claws.

Beak. *Melee weapon attack*, +8 to hit, reach 5 ft, one creature. *Hit:* 10 (1d10+5) piercing damage.

Claws. *Melee weapon attack*, +8 to hit, reach 5 ft, one creature. *Hit:* 14 (2d8+5) slashing damage.

POWLBEAR CUB

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 32 (5d6 + 15)
Speed 30 ft., swim 20 ft.

STR 14 (+2)	**DEX** 15 (+2)	**CON** 16 (+3)
INT 3 (-4)	**WIS** 10 (+0)	**CHA** 12 (+1)

Skills Athletics +4, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages -

ABILITIES

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

Snow and Rock Comouflage. The powlbear has advantage on Dexterity (Stealth) checks made to hide in snowy or rocky terrain.

ACTIONS

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

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

SUN OWLBEAR

CHALLENGE 2 (450 XP)

Medium monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 21)
Speed 40 ft., climb 20ft.

STR 18 (+4)	**DEX** 14 (+2)	**CON** 16 (+3)
INT 3 (-4)	**WIS** 12 (+1)	**CHA** 7 (-2)

Skills Perception +3, Survival +3
Damage Resistances piercing
Senses darkvision 60ft., passive Perception 13
Languages --

ABILITIES

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

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

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

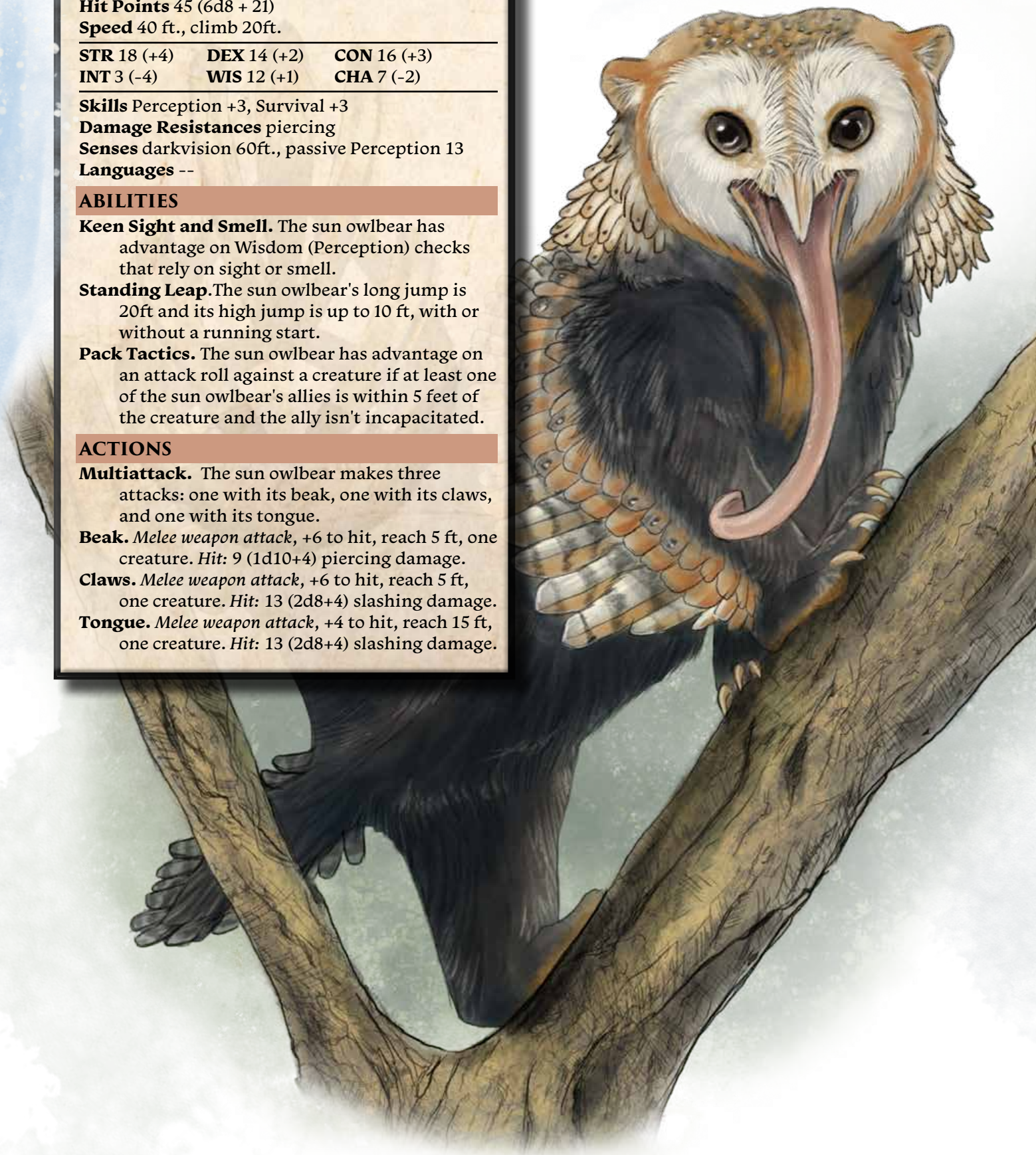
ACTIONS

Multiattack. The sun owlbear makes three attacks: one with its beak, one with its claws, and one with its tongue.

Beak. *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 9 (1d10+4) piercing damage.

Claws. *Melee weapon attack*, +6 to hit, reach 5 ft, one creature. *Hit:* 13 (2d8+4) slashing damage.

Tongue. *Melee weapon attack*, +4 to hit, reach 15 ft, one creature. *Hit:* 13 (2d8+4) slashing damage.



Pegasi

Created by magic and inspiring the imagination of all, the pegasus remains one of the most well-known and beloved of the mythical beasts. Were it not for the magic infused in the beasts, their wings could not truly hold them up. Known mostly as some of the most notorious mounts for heroes, pegasi are elusive and difficult to find in the wild. Their impressive powers of wind control and flight means they can live nearly anywhere, making it hard for humanoids to reach them when they do not want to be found.

Many breeders now live scattered throughout the kingdoms, selling their stock. These pegasi are overbred and because of eugenics, now have multiple health problems and temperament concerns. While there may be one or two decent breeders left, overall these once fashionable beasts have fallen out of favor for more exotic and less ill-behaved mounts.

TORNADO PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 90 ft.

STR 18 (+4)	**DEX** 15 (+2)	**CON** 16 (+3)
INT 10 (+0)	**WIS** 15 (+2)	**CHA** 13 (+1)

Senses passive Perception 16
Languages Common, Celestial

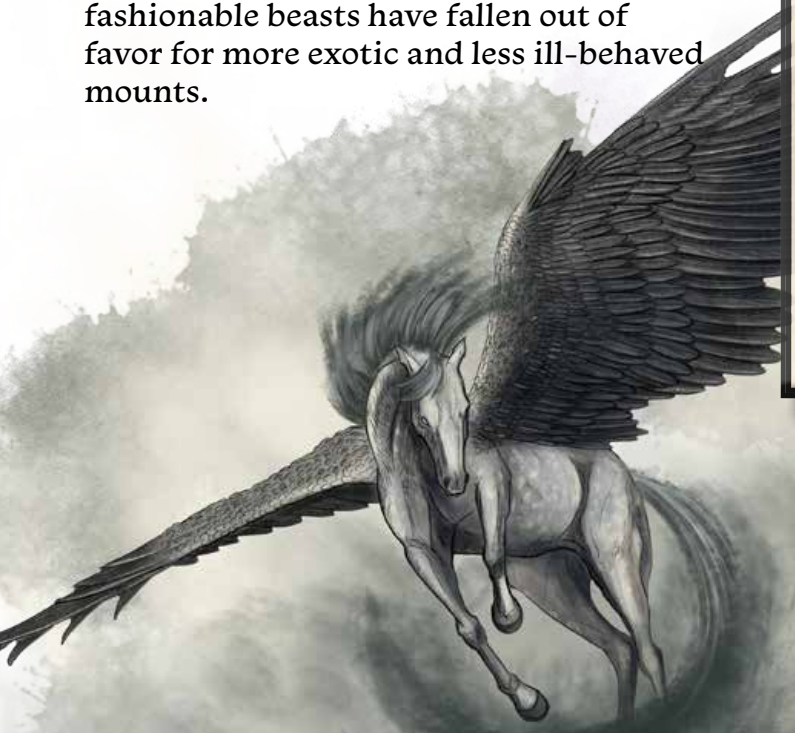
ABILITIES

Summon winds. The Tornado pegasus can summon a whirlwind to defend itself, this 60 feet of swirling winds moves across the battlefield in a random pattern. Any large or smaller creature that comes in contact with the spell effect must succeed on a dexterity saving throw of 20 or take 3d6 points of damage. A medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round until they can escape.

ACTIONS

Stomp. *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

Knock back gust. A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.



DUST DEVIL PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 90 ft.

STR 15 (+2)	**DEX** 18 (+4)	**CON** 16 (+3)
INT 10 (+0)	**WIS** 15 (+2)	**CHA** 13 (+1)

Senses passive Perception 16
Languages Common, Celestial

ABILITIES

Sand storm. The Dust Devil creates a sand storm that covers 20 ft. around itself. This badly reduces visibility and deals 1d3 points of nonlethal damage each round to anyone caught out in the open. Creatures caught out in the open and don't have anything to protect their faces must make a DC 10 constitution saving throw each round to avoid breathing in sand and getting lung sickness.

Static. Once a sand storm starts up after one round or if they're entering an already formed storm. Magic and other elemental attacks are nullified due to the electrically charged from sand and air.

ACTIONS

Stomp. *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

Knock back gust. A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.

SQUATINA (UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 60 ft., fly 90 ft.

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

Skills Athletics +5, Intimidation +4, Perception +5
Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Celestial, Infernal

ABILITIES

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

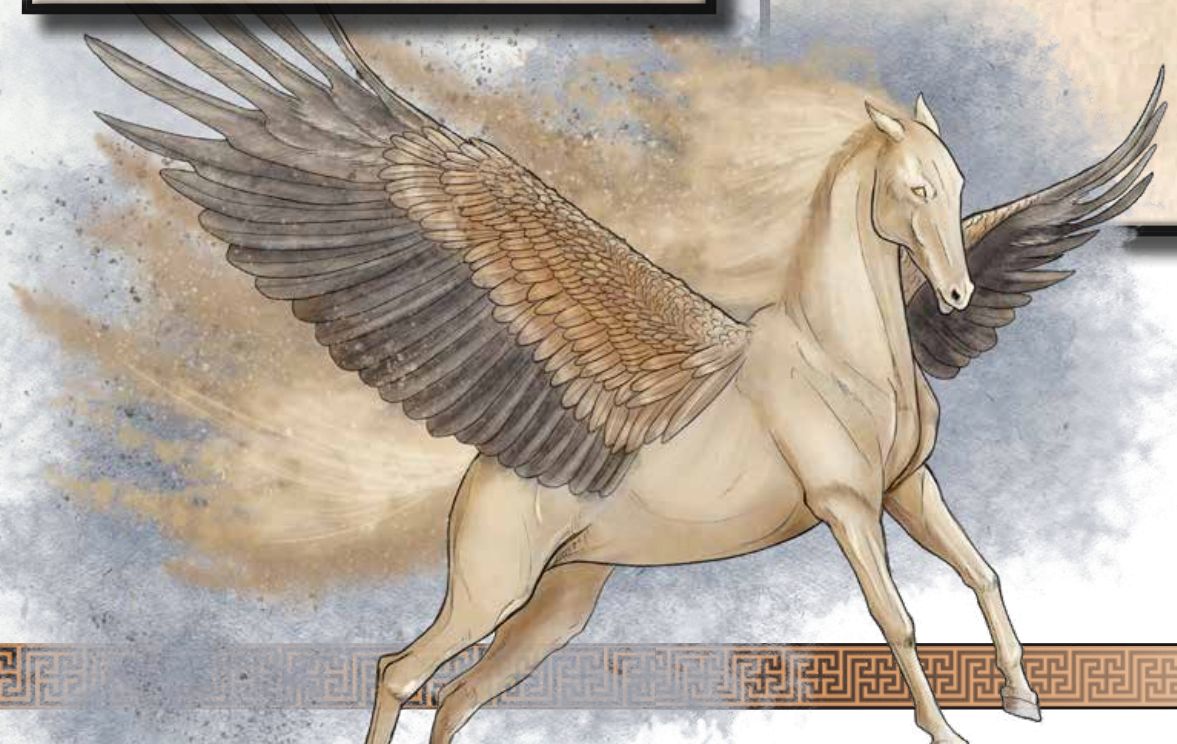
Sand Storm Aura. Squatina is constantly surrounded by a sand storm in a 30 foot radius center on itself. The sandstorm counts as light obscurement and creatures that enter the aura or begin their turn there take 9 (2d8) damage. Squatina can suppress and reactivate this aura at will.

Innate Spellcasting. Squatina's innate spellcasting ability is Wisdom (spell save DC 12, +5 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *fog cloud, gust of wind*
2/day each: *scorching ray, counterspell*

ACTIONS

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and 5 (1d10) necrotic damage.





SNOW SQUALL PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 80 ft.

STR 16 (+3)	**DEX** 15 (+2)	**CON** 18 (+4)
INT 10 (+0)	**WIS** 15 (+2)	**CHA** 13 (+1)

Damage Resistances cold
Senses passive Perception 16
Languages Common, Celestial

ABILITIES

Blizzard. The Snow Squall wingbeats cause the snow around them to be whipped up and create a blizzard dealing 2d6 points of cold damage to every creature in the area and making it hard to see.

ACTIONS

Stomp. *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

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

Knock back gust. A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round.

FROSTSPRINTER (UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic good

Armor Class 13
Hit Points 76 (8d10 + 32)
Speed 60 ft., fly 100 ft.

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

Skills Perception +5, Persuasion +6
Damage Immunities cold, fire
Senses passive Perception 15
Languages Common, Celestial

ABILITIES

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

Frigid Aura. The area within 15 feet of Frostsprinter is supernatural cold and counts as difficult terrain for all other creatures.

Innate Spellcasting. Frostsprinter's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *gaseous form, ice storm*
2/day each: *shield*

ACTIONS

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and 5 (1d10) cold damage.

WILDFIRE PEGASUS

CHALLENGE 2 (450 XP)

Large celestial, Chaotic Good

Armor Class 12 (natural armor)
Hit Points 59 (7d10+21)
Speed 50 ft., fly 80 ft.

STR 18 (+4)	**DEX** 15 (+2)	**CON** 16 (+3)
INT 10 (+0)	**WIS** 15 (+2)	**CHA** 13 (+1)

Damage Resistances fire
Senses passive Perception 16
Languages Common, Celestial

ABILITIES

Blazing circle. The ground underneath the wildfire pegasus will catch on fire, leaving a trail of fire in its wake. Walking through these flames creatures will take 1d8 of fire damage, they can make a DC 15 dexterity saving throw to only take half damage.

Fire bonus attack. While the wildfire pegasus is on fire all attacks do an extra 1d8 of fire damage.

ACTIONS

Stomp. *Melee Weapon Attack*, +6 to hit, 5ft. reach., one creature. *Hit:* 10 (2d6 + 4) bludgeoning damage.

Knock back gust. A line of strong wind 60 feet long and 10 feet wide blasts from the beating wings of the pegasus. Each creature that starts its turn in the line must succeed on a DC 18 strength saving throw or be pushed 10 feet away from them. This wind lasts one round. This attack will also cause the smoke and ash from the fire on the pegasus wingtips to be blown out and make it hard to see.

EMBERHOOF (UNIQUE PEGASI)

CHALLENGE 4 (1,100 XP)

Large celestial, lawful neutral

Armor Class 13
Hit Points 76 (8d10 + 32)
Speed 60 ft., fly 100 ft.

STR 20 (+5)	**DEX** 16 (+3)	**CON** 18 (+4)
INT 13 (+1)	**WIS** 15 (+2)	**CHA** 14 (+2)

Skills History +3, Intimidation +4, Perception +4, Persuasion +6
Damage Immunities cold, fire
Senses passive Perception 14
Languages Common, Celestial

ABILITIES

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

Scalding Aura. Creatures of Emberhoof's choosing that willingly come within 30 feet of it must make a DC 14 Constitution saving throw or immediately gain a level of exhaustion. Creatures that remain in this aura must make a saving throw each time they start their turn in the aura or willingly enter it.

Innate Spellcasting. Emberhoof's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *fireball, fire shield*
2/day each: *scorching ray*

ACTIONS

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 5 (1d10) fire damage.



Phase Cats

Although superficially similar to other cat-like beasts, phase cats originate from another plane entirely. An old bardic tale tells of how a litter of young phase cats appeared from nowhere, and how the farmers watched in confusion as the cats appeared to tussle and play, while a nearby herd of sheep was devoured one by one. There are several stories like this, and it is possible that small populations have phased into our plane over many generations. Little is known about the plane from which they originate, except that it was also the former home of blink dogs. Phase cats and blink dogs are natural enemies, and phase cats will roar and whip their tendrilclaws wildly at the sight of a blink dog.

PHASE PANTHER

CHALLENGE 4 (1,100 XP)

Large monstrosity, unaligned

Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 45 ft.

STR 18 (+4)	**DEX** 16 (+3)	**CON** 15 (+2)
INT 7 (-2)	**WIS** 13 (+1)	**CHA** 10 (+0)

Skills Athletics +6, Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages -

ABILITIES

Here and There. The phase panther has advantage on all saving throws.
Phasing. The phase panther is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.
Rend. The phase panther deals 4 (1d8) bonus damage with attacks it has advantage on.

ACTIONS

Multiattack. The phase cat makes three attacks: one with its bites, one with its claw, and one with its tendrils.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.
Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the phase panther has advantage on its next attack roll against the target.



ARCTIC PHASE CAT

CHALLENGE 7 (2,900 XP)

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 94 (9d12 + 36)
Speed 40 ft., swim 20 ft.

STR 20 (+5)	**DEX** 15 (+2)	**CON** 18 (+4)
INT 7 (-2)	**WIS** 13 (+1)	**CHA** 10 (+0)

Skills Athletics +8, Perception +4, Stealth +5, Survival +4
Damage Resistances cold, fire
Senses darkvision 120 ft., passive Perception 14
Languages -

ABILITIES

Arctic Dweller. The phase cat is naturally adapted to cold climates.

Here and There. The phase cat has advantage on all saving throws.

Phasing. The phase cat is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

Rend. The phase cat deals 11 (2d10) bonus damage with attacks it has advantage on.

ACTIONS

Multiattack. The phase cat makes three attacks: one with its bites, one with its claw, and one with its tendrils.

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

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

Tendrils. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage and the phase cat has advantage on its next attack roll against the target.

ICESTALKER (UNIQUE PHASE CAT)

CHALLENGE 9 (3,900 XP)

Small monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 91 (14d6 + 42)
Speed 50 ft., swim 30 ft.

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

Skills Athletics +7, Perception +7, Stealth +8, Survival +7
Damage Resistances cold, fire
Senses darkvision 120 ft., passive Perception 17
Languages -

ABILITIES

Arctic Dweller. Icestalker is naturally adapted to cold climates.

Here and There. Icestalker has advantage on all saving throws.

Jaunt. Icestalker can Dash as a bonus action.

Phasing. Icestalker is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

ACTIONS

Multiattack. Icestalker makes four attacks: one with its bites, two with its claw, and one with its tendrils.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and 7 (2d6) cold damage.

Tendrils. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 9 (2d8) cold damage.





PHASE CHEETAH

CHALLENGE 5 (1,800 XP)

Large monstrosity, unaligned

Armor Class 17
Hit Points 52 (7d10 + 14)
Speed 60 ft.

STR 16 (+3)	**DEX** 24 (+7)	**CON** 14 (+2)
INT 7 (-2)	**WIS** 12 (+1)	**CHA** 10 (+0)

Skills Athletics +9, Perception +4, Stealth +10, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages -

ABILITIES

Feline Speed. The phase cheetah's speed increased by +10 ft. when it takes the Dash action.
Here and There. The phase cheetah has advantage on all saving throws.
Phasing. The phase cheetah is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.
Projected Pounce. The phase cheetah deals 1 extra damage for every 5 feet it runs in a line towards its target before it makes an attack.
Sprint. The phase cheetah can Dash as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.
Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the phase panther has advantage on its next attack roll against the target.

THE ARROW (UNIQUE PHASE CAT)

CHALLENGE 6 (2,300 XP)

Large monstrosity, unaligned

Armor Class 17
Hit Points 76 (9d10 + 27)
Speed 60 ft.

STR 18 (+4)	**DEX** 25 (+7)	**CON** 16 (+3)
INT 7 (-2)	**WIS** 12 (+1)	**CHA** 10 (+0)

Skills Athletics +10, Perception +4, Stealth +10, Survival +4
Senses darkvision 120 ft., passive Perception 14
Languages -

ABILITIES

Feline Speed. The Arrow's speed increased by +15 ft. when it takes the Dash action.
Here and There. The Arrow has advantage on all saving throws.
Phasing. The Arrow is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.
Projected Pounce. The Arrow deals 2 extra damage for every 5 feet it runs in a line towards its target before it makes a bite or claws attack.
Sprint. The Arrow can Dash as a bonus action.

ACTIONS

Multiattack. The Arrow makes two tendril attacks.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.
Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and the phase panther has advantage on its next attack roll against the target.



PHASE TABBY

CHALLENGE 1 (200 XP)

Small monstrosity, unaligned

Armor Class 14
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR 14 (+2)	**DEX** 19 (+4)	**CON** 14 (+2)
INT 8 (-1)	**WIS** 14 (+2)	**CHA** 15 (+2)

Skills Athletics +6, Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages -

ABILITIES

Here and There. The phase tabby has advantage on all saving throws.

Phasing. The phase tabby is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

ACTIONS

Multiattack. The phase cat makes two attacks: one with its claw, and one with its tendrils.

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

Tendrils. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the phase cat has advantage on its next attack roll against the target.

PHASE TABBY SWARM

CHALLENGE 2 (450 XP)

Large swarm of Small monstrosities, unaligned

Armor Class 14
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR 17 (+3)	**DEX** 18 (+4)	**CON** 14 (+2)
INT 8 (-1)	**WIS** 14 (+2)	**CHA** 15 (+2)

Skills Athletics +6, Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages -

ABILITIES

Here and There. The phase tabby swarm has advantage on all saving throws.

Phasing. The phase tabby swarm is always under the effects of the blur spell. It is not under its effect while it is incapacitated or while it is grappled or restrained.

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

ACTIONS

Frenzy. *Melee Weapon Attack:* +7 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 15 (2d10 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if the swarm has half of its hit points or fewer.

Rust Monsters

Although superficially similar to other cat-like beasts, phase cats originate from another plane entirely. An old bardic tale tells of how a litter of young phase cats appeared from nowhere, and how the farmers watched in confusion as the cats appeared to tussle and play, while a nearby herd of sheep was devoured one by one. There are several stories like this, and it is possible that small populations have phased into our plane over many generations. Little is known about the plane from which they originate, except that it was also the former home of blink dogs. Phase cats and blink dogs are natural enemies, and phase cats will roar and whip their tendrilclaws wildly at the sight of a blink dog.



Common Rust Monster

Challenge 1/2 (100 XP)

Medium monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 40 ft.

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

Senses Darkvision 60 ft., Passive Perception 11
Languages --

Abilities

Iron Scent. The rust monster can pinpoint, by scent, the location of iron metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster 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 that hits the rust monster is destroyed after dealing damage.

Percussive Communication. The rust monster can communicate with other members of its species by tapping their legs within 30 feet of it.

Actions

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

Corroding Antennae. The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal weapon or a metal armor being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers or damage rolls. If a weapon's penalty drops to -5, it is destroyed. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

AQUATIC RUST LICE

CHALLENGE 1/8 (50 XP)

Tiny monstrosity, Unaligned

Armor Class 12 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 10ft., swim 40ft.

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

Senses Darkvision 60 ft., Passive Perception 11
Languages --

ABILITIES

Amphibious. The aquatic rust lice can breathe air and water.

Strong Grip. The aquatic rust lice has advantage on Strength (Athletics) checks to grapple an object or creature.

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

Wood Sniffer. The aquatic rust lice can pinpoint, by scent, the location of wood within 100 feet of it.

ACTIONS

Bite. *Melee weapon attack:* +2 to hit, reach 5 ft, one creature. *Hit:* 2 (1d4) piercing damage

Wood Eater. The rust lice devours a nonmagical wooden or metal object within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the rust lice.

AQUATIC RUST LICE SWARM

CHALLENGE 1 (200 XP)

Large swarm of Tiny monstrosities, unaligned

Armor Class 12 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 10 ft., climb 20 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 14
Languages understands Common and at least one other language

ABILITIES

Amphibious. The swarm can breathe air and water.

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

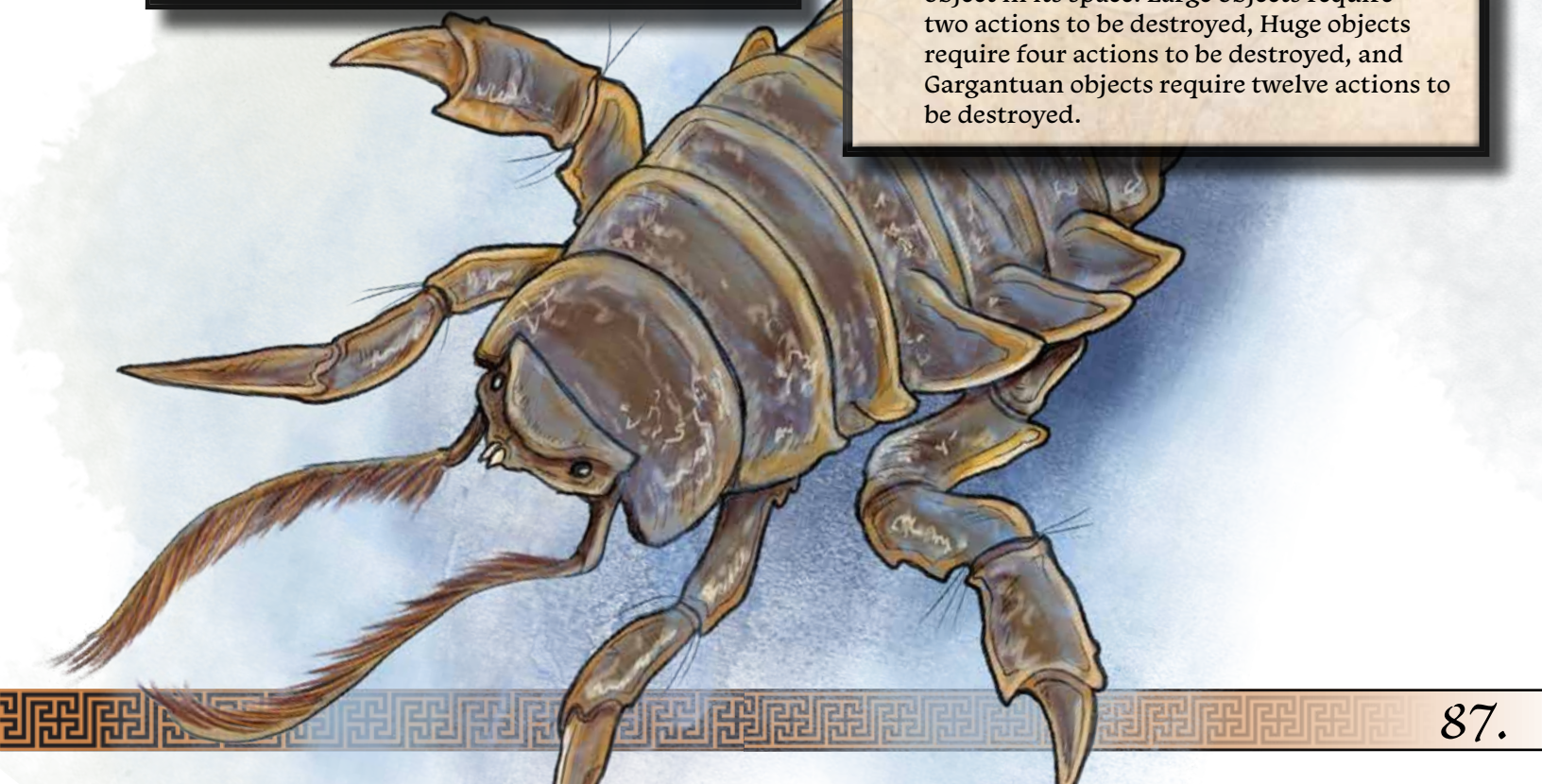
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bug. The swarm can't regain hit points or gain temporary hit points.

Wood Sniffers. The swarm can pinpoint, by scent, the location of wood within 100 feet of it.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 12 (4d4 + 2) piercing damage, or 6 (2d4 + 1) piercing damage if the swarm has half of its hit points or fewer.

Devour Wood. The swarm destroys a Medium or smaller nonmagical wooden or metal object in its space. Large objects require two actions to be destroyed, Huge objects require four actions to be destroyed, and Gargantuan objects require twelve actions to be destroyed.



HORNED RUST MONSTER

CHALLENGE 5 (1,800 XP)

Large monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 102 (12d10+36)
Speed 50ft.

STR 22 (+6)	**DEX** 9 (-1)	**CON** 17 (+3)
INT 5 (-3)	**WIS** 14 (+1)	**CHA** 4 (-3)

Senses Darkvision 60 ft., Passive Perception 11
Languages --

ABILITIES

Aggressive. As a bonus action, the rust monster can move up to its speed toward a hostile creature that it can see.

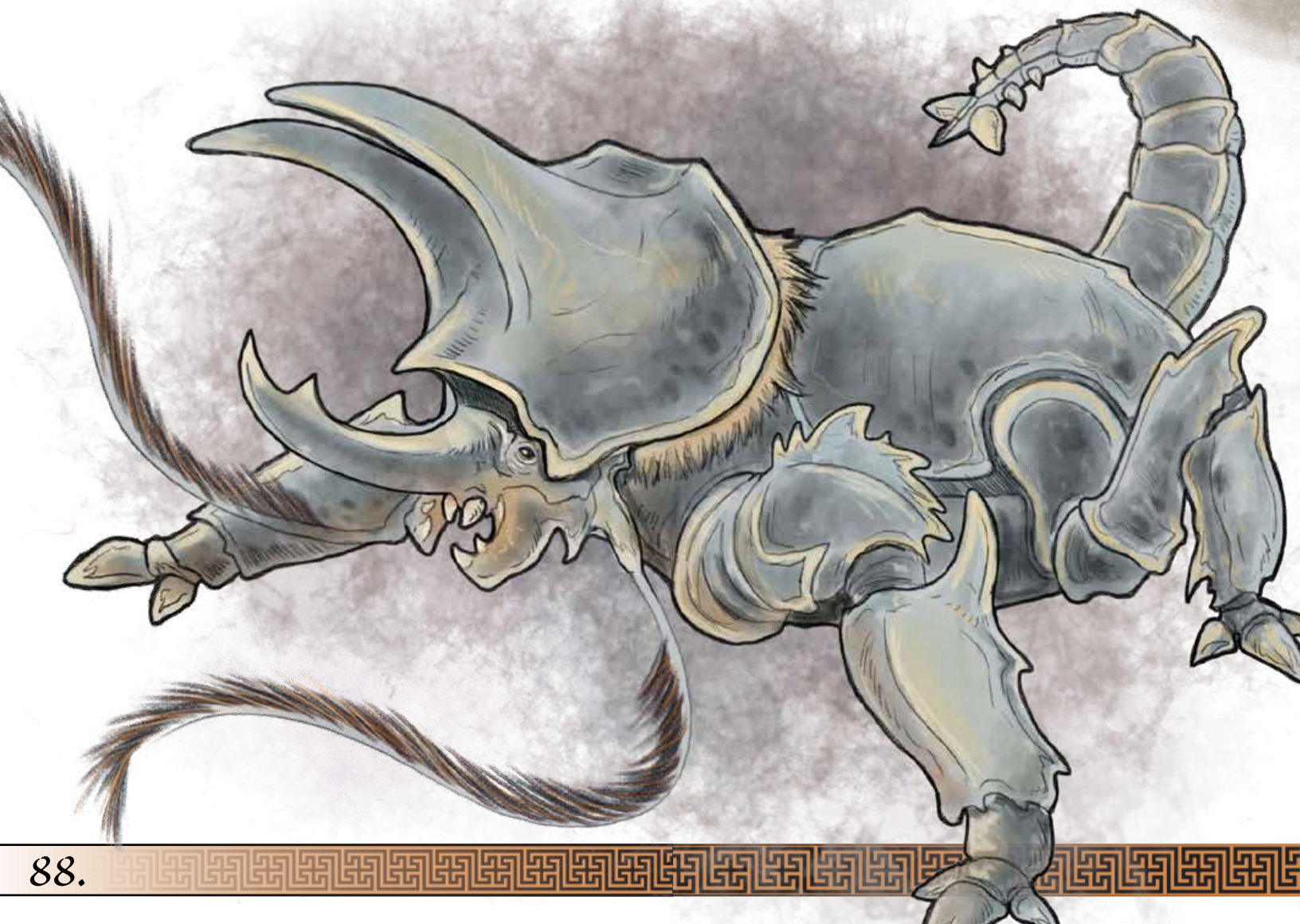
Ore Scent. The rust monster can pinpoint, by scent, the location of precious metals within 30 feet of it.

Trampling Charge. If the rust monster moves at least 20 feet straight toward a creature and hits it with a gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, the target must succeed a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee weapon attack:* +8 to hit, reach 5 ft, one creature. *Hit:* 18 (3d8+5) piercing damage

Corroding Antennae The rust monster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, it destroys a 1-foot cube of it. If the object is worn or carried by a creature, the creature can make a DC 14 Dexterity saving throw to avoid the rust monster's touch.
If the object touched is either a metal weapon or a metal armor being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers or to damage rolls. If a weapon's penalty drops to -5, it is destroyed. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.





JEWEL MANTIS

CHALLENGE 1 (200 XP)

Medium monstrosity, Unaligned

Armor Class 14 (natrual armor)
Hit Points 38 (7d8 + 7)
Speed 40 ft.

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

Senses Darkvision 60 ft., Passive Perception 11
Languages --

ABILITIES

Jewelry Scent. The jewel mantis can pinpoint, by scent, the location of gemstones within 30 feet of it.

Gemstone Incubator. The corpse of an adult jewel mantis holds a gemstone worth 250 gold pieces.

ACTIONS

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

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 6 (1d8+2) piercing damage

Claws. *Melee weapon attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 8 (2d6 + 2) piercing damage

Jewel Eater. The jewel mantis devours jewelry and gemstones within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the jewel mantis' touch.
If the jewel mantis has eaten 10-foot cube worth of precious gems, it becomes encumbered. While encumbered, its speed is reduced by half and it cannot perform the Dash action.

Sphinxes



Guarding the most ancient of spaces across the world, the sphinx has become an almost universal symbol of death, destruction, and of course, riddles. These mysterious creatures roam the most aged of places, preventing would-be looters from entering their homes. They say the gods bind them to these places, trapping them until death. There's no proof there is a mystical binding to the sphinx, except it has been reported that upon being released from their duty, the animals die.

Desert Sphinx

Challenge 13 (10,000 XP)

Large Monstrosity, Lawful Neutral

Armor Class 18
Hit Points 171 (19d10+76)
Speed 30 ft., fly 60 ft.

STR 18 (+4)	**DEX** 15 (+2)	**CON** 18 (+4)
INT 18 (+4)	**WIS** 18 (+4)	**CHA** 18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8
Damage Resistances Bludgeoning, Piercing, And Slashing From Nonmagical Weapons
Damage Immunities Fire
Condition Immunities Charmed, Frightened
Senses Truesight 120 ft., passive Perception 18
Languages All

Abilities

Enigmatic Mind. The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

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

Innate Spellcasting. The sphinx is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +9 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Cleric Spells prepared:

Cantrips (at will): *Spare the Dying, Sacred Flame, Thaumaturgy, Mending*
1st level (4 slots): *Healing Word, Detect Magic, Sanctuary*
2nd level (3 slots): *Augury, Locate Object, Hold Person*
3rd level (3 slots): *Speak with Dead, Create Food and Water, Revivify*
4th level (3 slots): *Death Ward, Divination*
5th level (2 slots): *Legend Lore, Geas*

Actions

Multiattack. The sphinx makes three attacks using its claws.

Claws. *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) slashing damage.

Legendary Actions

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. Spent legendary actions are regained at the start of each turn.

Claw Attack. The sphinx makes one claw Attack.

Maddening Riddle (Costs 2 actions): The sphinx utters a baffling riddle. A creature must make an intelligence saving throw (DC 18), or they act as if under the effects of the Confusion spell cast by the sphinx, however, it doesn't require concentration to maintain.

Cast a Spell (Costs 3 Actions): The sphinx casts a spell from its list of prepared Spells, using a spell slot as normal.

ARCTIC SPHINX

CHALLENGE 10 (5,900 XP)

Large Monstrosity, Lawful Neutral

Armor Class 17
Hit Points 128 (16d10+48)
Speed 30 ft., fly 60 ft.

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

Skills Arcana +8, History +8, Perception +4, Religion +4
Vulnerabilities Text
Damage Resistances Bludgeoning, Cold, Piercing, And Slashing From Nonmagical Weapons,
Condition Immunities Charmed, Frightened
Senses Truesight 120 ft., passive Perception 14
Languages All

ABILITIES

Enigmatic Mind. The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

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

Innate Spellcasting. The sphinx is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Wizard Spells prepared:

Cantrips (at will): *Ray of Frost, Prestidigitation, Message, Mage Hand*
1st level (4 slots): *Identify, Detect Magic, Longstrider*
2nd level (3 slots): *Blur, Detect Thoughts, Locate Object*
3rd level (3 slots): *Clairvoyance, Glyph of Warding, Hypnotic Pattern*
4th level (3 slots): *Arcane Eye, Locate Creature*

ACTIONS

Multiattack. The sphinx makes two attacks using its claws.

Claws. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8+4) slashing damage.

LEGENDARY ACTIONS

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. Spent legendary actions are regained at the start of each turn.

Claw Attack. The sphinx makes one claw Attack.

Confounding Riddle: The sphinx utters a baffling riddle. A creature must make an intelligence saving throw (DC 16), or they lose their next turn, as they cannot help but spend it doing nothing but trying to solve the riddle.

Cast a Spell (Costs 3 Actions): The sphinx casts a spell from its list of prepared Spells, using a spell slot as normal.



QUOLL SPHINX

CHALLENGE 8 (3,900 XP)

Large Monstrosity, Lawful Neutral

Armor Class 16
Hit Points 112 (14d10+42)
Speed 30 ft., fly 60 ft.

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

Skills Arcana +6, History +6, Perception +3, Religion +6
Damage Resistances Bludgeoning, Piercing, And Slashing From Nonmagical Weapons
Condition Immunities Charmed, Frightened
Senses Truesight 60 ft., passive Perception 13
Languages Common, Sphinx

ABILITIES

Enigmatic Mind. The sphinx is immune to any effect that can sense its emotions or read its thoughts, and to all Divination spells. Any Wisdom (Insight) skill used against the Sphinx, whether to figure out its motives or otherwise, are at a disadvantage.

Innate Spellcasting. The sphinx is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +7 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Cleric Spells prepared:

Cantrips (at will): *Spare the Dying, Sacred Flame, Mending, Thaumaturgy*
1st level (4 slots): *Detect Poison and Disease, Purify Food and Drink, Guiding Bolt*
2nd level (3 slots): *Augury, Spiritual Weapon, Hold Person*
3rd level (3 slots): *Bestow Curse, Water Walk, Revivify*

ACTIONS

Multiattack. The sphinx makes three attacks using its claws.

Spear. *Melee weapon attack.* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.





RIVER SPHINX

CHALLENGE 5 (1,800 XP)

Large Monstrosity, Lawful Neutral

Armor Class 15
Hit Points 96 (12d10+36)
Speed 20 ft., swim 40 ft.

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

Skills Arcana +6, Perception +3, Religion +6, Nature +3
Damage Resistances Bludgeoning, Piercing, And Slashing From Nonmagical Weapons
Condition Immunities Charmed, Frightened
Senses passive Perception 13
Languages Common, Sphinx

ABILITIES

Amphibious. The river sphinx can breathe both air and water.
Innate Spellcasting. The sphinx is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). It requires no material Components to cast its Spells. The sphinx has the following Druid Spells prepared:

Cantrips (at will): *Druidcraft, Shape Water*[1]
1st level (4 slots): *Animal Friendship, Create or Destroy Water, Thunderwave*
2nd level (3 slots): *Locate Animals or Plants, Hold Person*

ACTIONS

Multiattack. The sphinx makes three attacks using its claws.
Claws. *Melee weapon attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) slashing damage.

[1] *Shape Water spell is found in the Elemental Evil Player's Companion handbook.*

Treants

Treants came into existence through faerie magic. Forest-dwelling fae needed trusted guardians to protect their forest homes, and each year they sang to the trees begging them to wake up. Slowly but surely the trees awoke, and so the first treants were born. The fae asked nothing from the treants but to protect the land, which pleased the treants greatly, and so it was for many years. Part of the natural cycle of the world, the treants knew they were part of all things. Being part of all things carries with it a desire to know all things. The treants created saplings so part of them could experience as much of the world as possible. Their saplings founded new groves, protecting the life that grew within their lands; so treants spread through the realms and many different types sprouted into existence.

Oak Treant

Challenge 7 (2,900 XP)

Huge plant, neutral

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 25 ft.

STR 22 (+6)	**DEX** 8 (-1)	**CON** 20 (+5)
INT 14 (+2)	**WIS** 16 (+3)	**CHA** 11 (+0)

Skills History +8
Senses passive Perception 13
Damage Immunities bludgeoning, piercing
Damage Vulnerabilities fire
Languages Common, Druidic, Sylvan

Abilities

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

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

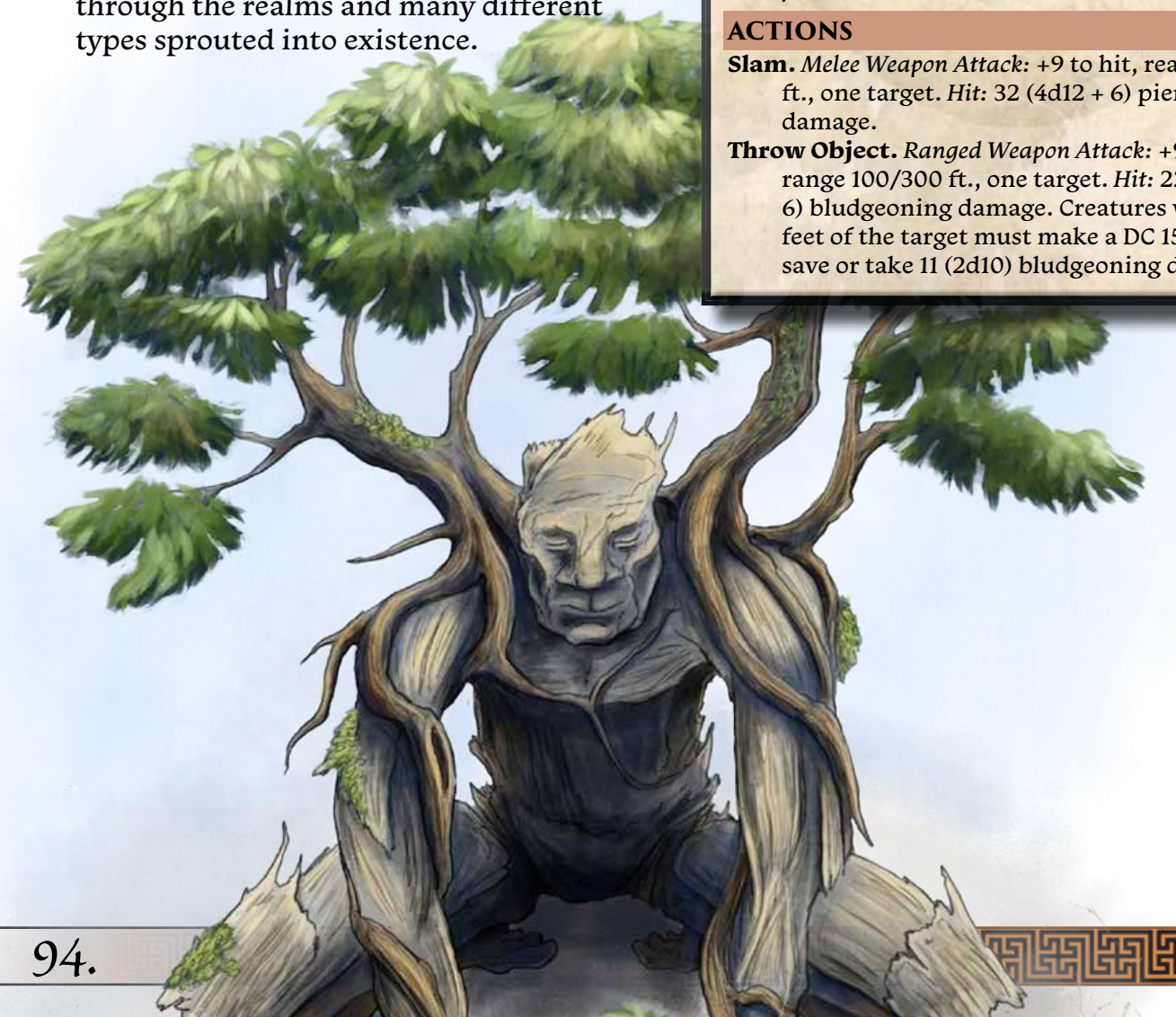
Innate Spellcasting. The treant's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

2/day: *entangle, speak with animals, speak with plants*

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Throw Object. *Ranged Weapon Attack:* +9 to hit, range 100/300 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. Creatures within 15 feet of the target must make a DC 15 Strength save or take 11 (2d10) bludgeoning damage.



BANYAN TREANT

CHALLENGE 7 (2900 XP)

Gargantuan plant, any alignment

Armor Class 15 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 30 ft.

STR 22 (+6)	**DEX** 8 (-1)	**CON** 20 (+5)
INT 14 (+2)	**WIS** 16 (+3)	**CHA** 11 (+0)

Skills Insight +10
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire, necrotic
Condition Immunities charmed
Senses passive Perception 14
Languages Common, Druidic, Elvish, Sylvan

ABILITIES

Empathic. All Charisma (Bluff) checks made to lie to the banyan automatically fail. Additionally, the banyan is continuously under the effects of the sense emotion spell, except it can sense the emotions of all creatures within 100 feet of it.

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

Innate Spellcasting. The banyan treant's spellcasting ability is Wisdom (spell save DC 15). The banyan treant can innately cast the following spells, requiring no material components:

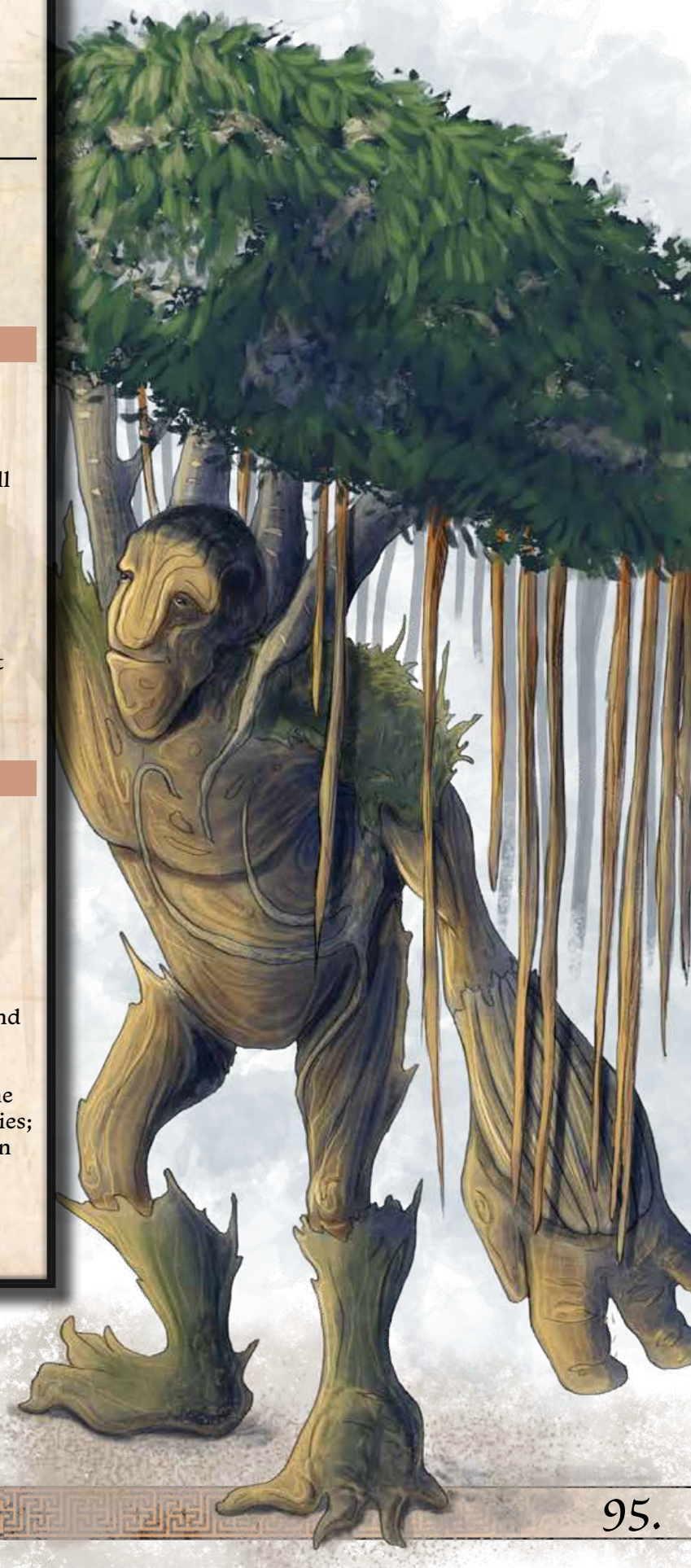
2/day each: *calm emotions*

ACTIONS

Multiattack. The banyan makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Animate Tree (1/Day). The banyan magically animates one tree it can see within 60 feet of it. This tree has the same statistics as a banyan treant, except it has Intelligence and Charisma scores of 1, can't speak, and only have the Slam attack option. An animated tree acts as an ally of the banyan treant. The tree remains animate for 1 day or until it dies; until the banyan treant dies or is more than 120 feet from the tree; or until the banyan treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



GRAFTED SHAMBLING MOUND TREANT

CHALLENGE 6 (2,300 XP)

Huge plant, neutral

Armor Class 15 (natural armor)
Hit Points 86 (8d12 + 32)
Speed 20 ft., swim 20 ft.

STR 20 (+5)	**DEX** 9 (-1)	**CON** 18 (+4)
INT 12 (+1)	**WIS** 13 (+1)	**CHA** 11 (+0)

Skills History +4, Stealth +2
Senses blindsight 60 ft., passive Perception 11
Damage Resistances bludgeoning, piercing; necrotic
Damage Immunities lightning
Damage Vulnerabilities fire
Condition Immunities exhaustion
Languages Common, Druidic, Sylvan

ABILITIES

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

Many Bodied. The treant rolls initiative twice and has a full turn on both results.

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

Innate Spellcasting. The treant's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

2/day: *entangle, speak with animals, speak with plants*

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage and the target is grappled (escape DC 15).

Engulf. The treant engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the treant's turns or take 14 (2d8 + 5) bludgeoning damage. If the treant moves, the engulfed target moves with it. The treant can only have one creature engulfed at a time.



WILLOW TREANT

CHALLENGE 8 (3900 XP)

Large plant, any alignment

Armor Class 19 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses passive Perception 15
Languages Druidic, Elvish, Sylvan

ABILITIES

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

Innate Spellcasting. The willow treant's spellcasting ability is Wisdom (spell save DC 16). The willow treant can innately cast the following spells, requiring no material components:

At will: *druidcraft*
2/day each: *entangle, grasping vine, locate animals or plants*

ACTIONS

Multiattack. The willow makes two lash attacks.

Lash. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (4d4+4) slashing damage.

Animate Plants (1/Day). The willow magically animates five clusters of foliage iit can see within 60 feet of it. These plants have the same statistics as an awakened tree, except they have Intelligence and Charisma scores of 1, can't speak, and only have the Slam attack option. An animated plant acts as an ally of the willow treant. A plant remains animate for 1 day or until it dies; until the willow treant dies or is more than 120 feet from the plant; or until the willow treant takes a bonus action to turn it back into an inanimate cluster of foliage. The plants then take root if possible.

Unicorns

Unicorns possess an innate curiosity, empathy, and gift for illusion that inspire their position as muses in many cultures. People revere them as symbol of righteousness, but like many creatures, they possess a multitude of natures. Some varieties have traveled and adapted to new environments so that they are almost unrecognizable next to the white-pelted, silver-maned creature of bards' tales.



Lunar Unicorn

Challenge 3 (450 XP)

Large celestial, lawful good

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 50 ft.

STR 18 (+4)	DEX 15 (+2)	CON 14 (+2)
INT 14 (+2)	**WIS** 16 (+3)	**CHA** 17 (+3)

Skills Arcana +4, Athletics +6, History +4, Insight +5, Perception +5, Persuasion +5
Senses darkvision 120 ft., passive Perception 15
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, poisoned
Languages all

Abilities

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *legend lore, mass healing word, moonbeam, teleport*
2/day: *calm emotions, cure wounds, dispel good and evil*

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

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

Actions

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

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

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

NIGHTMARE UNICORN

CHALLENGE 5 (1,800 XP)

Large celestial, chaotic evil

Armor Class 13
Hit Points 76 (9d10 + 27)
Speed 50 ft.

STR 20 (+5)	DEX 16 (+3)	CON 17 (+3)
INT 12 (+1)	WIS 13 (+1)	CHA 18 (+4)

Skills Athletics +8, Insight +4, Intimidation +7, Perception +4
Senses darkvision 240 ft., passive Perception 14
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, frightened, poisoned
Languages all

ABILITIES

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

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *fear, fireball*

2/day: *inflict wounds, scorching ray, dispel good and evil*

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

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

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

ACTIONS

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

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 3 (1d6) fire damage.

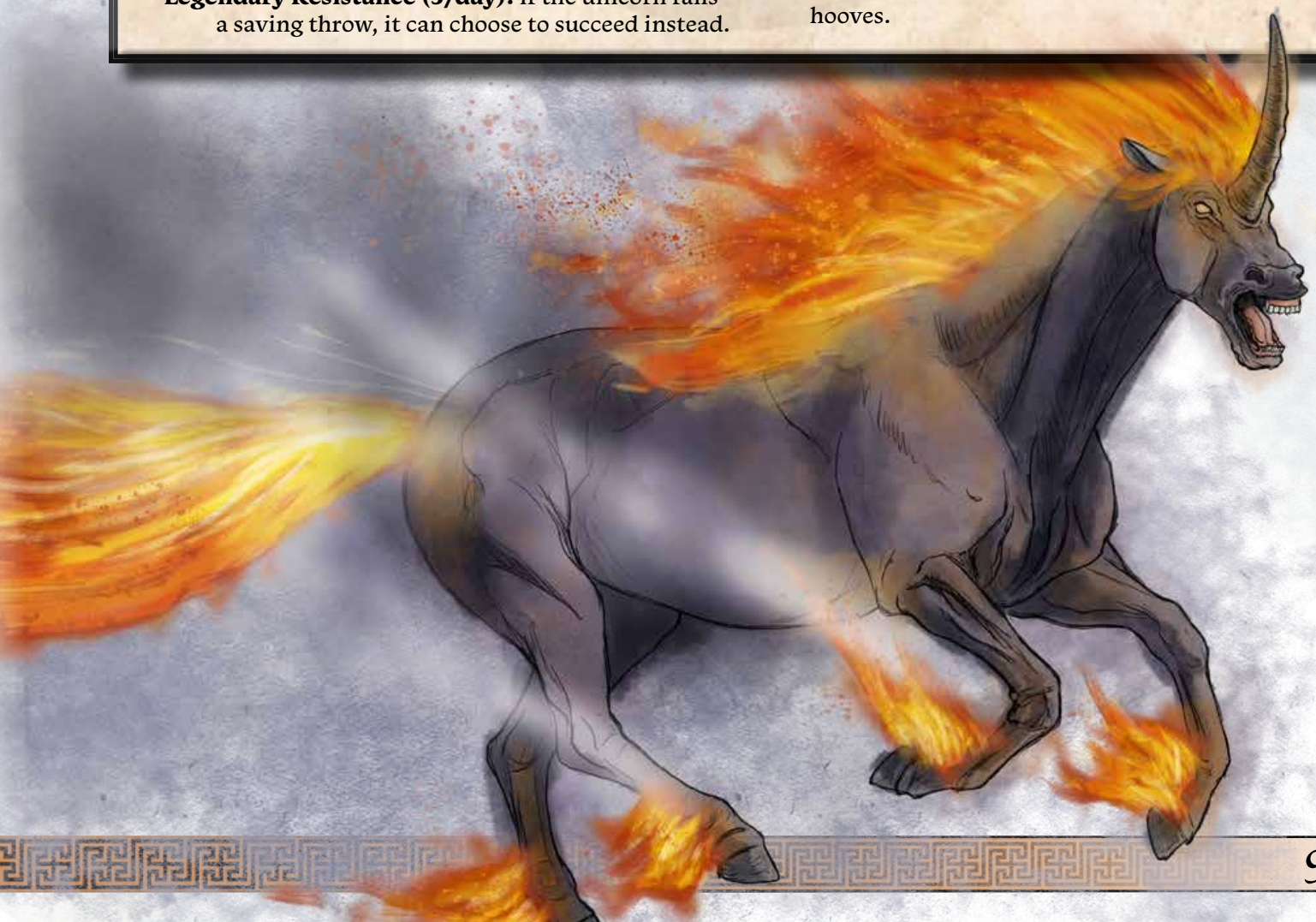
Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 4 (1d8) fire damage.

LEGENDARY ACTIONS

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

Hellfire (Costs 2 Actions). Creatures within 30 feet of the unicorn must make a DC 15 Constitution saving throw, taking 11 (2d10) fire damage on a failed save or half as much on a successful one.

Hooves. The unicorn makes one attack with its hooves.



OKAPI UNICORN

CHALLENGE 4 (1,100 XP)

Large celestial, chaotic good

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 45 ft.

STR 20 (+5)	**DEX** 15 (+2)	**CON** 17 (+3)
INT 12 (+1)	**WIS** 16 (+3)	**CHA** 18 (+4)

Skills Arcana +4, Athletics +8, History +4, Insight +6, Perception +6, Persuasion +7
Senses darkvision 120 ft., passive Perception 16
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned
Languages all

ABILITIES

Aura of Peace. Creatures that attempt to make a hostile action towards the unicorn must first make a DC 15 Charisma saving throw. Creatures that fail must choose a new target for their hostile action and can in no way harm or debilitate the unicorn. Creatures that succeed on this saving throw are immune to the unicorn's Aura of Peace for the next 24 hours.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

1/day each: *charm monster, suggestion*
2/day: *cure wounds, dispel good and evil, heroism*

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

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

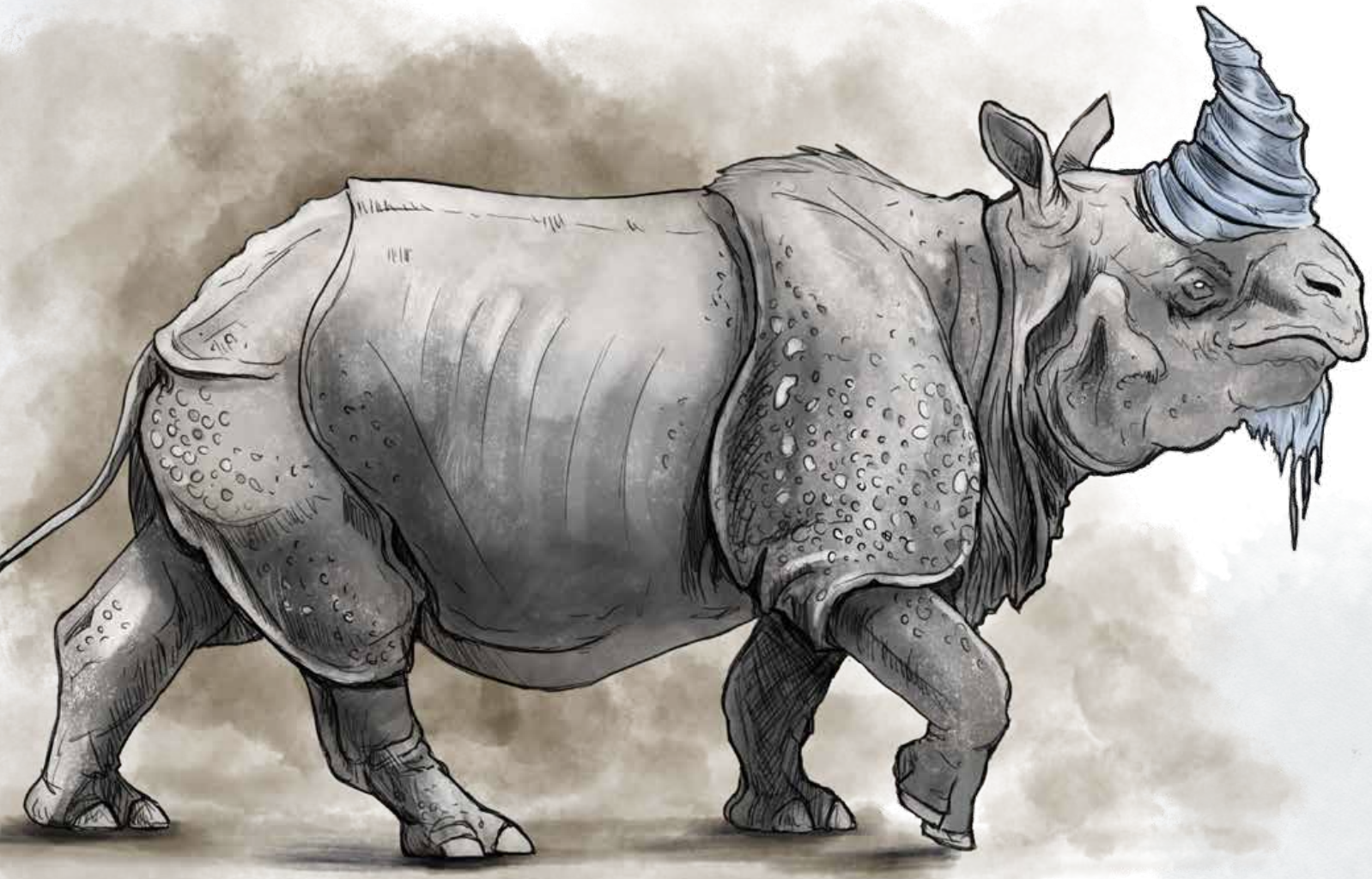
ACTIONS

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

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

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





KARKADANN UNICORN

CHALLENGE 6 (2,300 XP)

Huge celestial, chaotic good

Armor Class 15 (natural armor)
Hit Points 94 (9d12 + 36)
Speed 40 ft.

STR 24 (+7)	**DEX** 9 (-1)	**CON** 19 (+4)
INT 13 (+1)	**WIS** 15 (+2)	**CHA** 14 (+2)

Skills Arcana +4, Athletics +10, History +4, Insight +5, Perception +5, Persuasion +5
Senses darkvision 120 ft., passive Perception 15
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned
Languages all

ABILITIES

Charge. If the unicorn moves at least 20 feet straight toward a target and tehn hits it with a horn attack on the same turn, the target takes an extra 13 (2d12) piercing damage and, if the target is a creature, is knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components.

2/day: *lesser restoration, mass cure wounds, water walk*

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

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

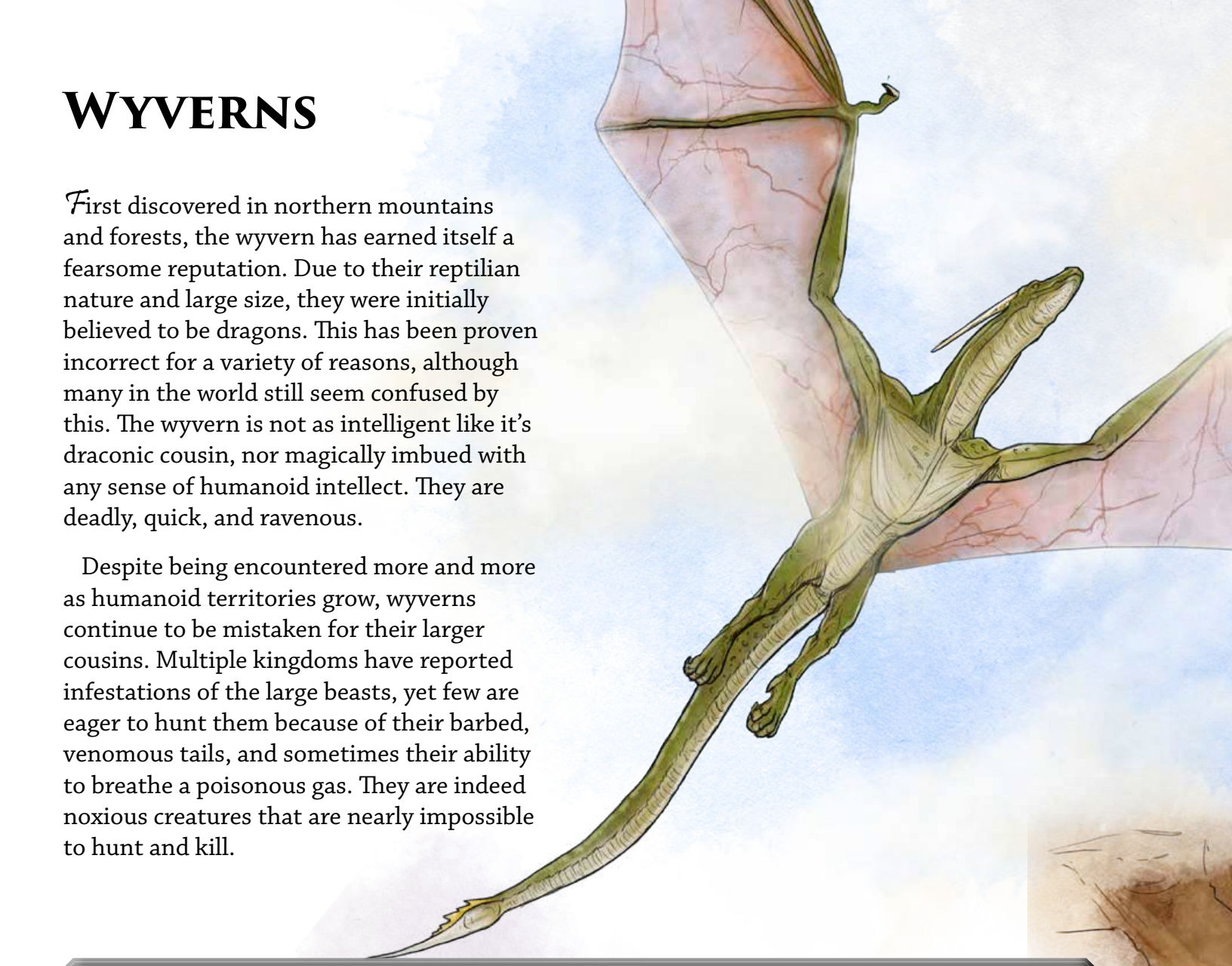
ACTIONS

Horn. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and 7 (2d6) thunder damage.

Wyverns

First discovered in northern mountains and forests, the wyvern has earned itself a fearsome reputation. Due to their reptilian nature and large size, they were initially believed to be dragons. This has been proven incorrect for a variety of reasons, although many in the world still seem confused by this. The wyvern is not as intelligent like it's draconic cousin, nor magically imbued with any sense of humanoid intellect. They are deadly, quick, and ravenous.

Despite being encountered more and more as humanoid territories grow, wyverns continue to be mistaken for their larger cousins. Multiple kingdoms have reported infestations of the large beasts, yet few are eager to hunt them because of their barbed, venomous tails, and sometimes their ability to breathe a poisonous gas. They are indeed noxious creatures that are nearly impossible to hunt and kill.



Forest Wyvern

Difficulty 4 (1,000 XP)

Large dragon, Unaligned

Armor Class 13
Hit Points 48 (6d10+18)
Speed 20 ft., fly 80ft.

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

Skills Perception +3
Senses Darkvision 60 ft., passive Perception 13
Languages --

Abilities

Mimic. The forest wyvern can convincingly mimic people or sounds which it has heard. A creature that hears the wyvern's mimikry can tell they are not what they seem with a DC 14 Wisdom (Insight) check.

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee weapon attack*, +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee weapon attack*, +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+4) slashing damage.

Stinger. *Melee weapon attack*, +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 9 (3d6) poison damage on a failed save, or half as much damage on a successful one.

DESERT WYVERN

DIFFICULTY 4 (1,000 XP)

Large dragon, Unaligned

Armor Class 16
Hit Points 146 (19d10+51)
Speed 20 ft., fly 60ft.

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

Saving Throws Text
Skills Perception +5, Stealth +8
Vulnerabilities Text
Damage Resistances Fire, Poison
Damage Immunities Text
Condition Immunities Text
Senses Darkvision 60 ft., Tremorsense 60 Ft., passive Perception 15
Languages None
Challenge. 9

ABILITIES

Desert Ambush Predator. So long as the wyvern is in the desert it has the advantage on Dexterity (Stealth).

Sorcerous Hunger. The desert wyvern can sense magical auras within 120 ft of it. The wyvern can attempt to eat a spell once it is within 5ft or closer to the spell's target or area of effect. The caster of the spell must make a Concentration check DC 14 or suffer spell failure. To eat the magic contained within magical items or magical creatures the wyvern must physically consume the object or creature.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack and gains an extra attack with its claws.

Bite. *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee weapon attack*, +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+5) slashing damage.

Stinger. *Melee weapon attack*, +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8+5) piercing damage. The target must make a DC 14 Constitution saving throw, taking 27 (9d6) poison damage on a failed save, or half as much damage on a successful one.



COASTAL WYVERN

DIFFICULTY 13 (X,000 XP)

Large dragon, Unaligned

Armor Class 18
Hit Points 207 (23d10+92)
Speed 20 ft., fly 30ft., swim 40 ft., climb 20 ft.

STR 20 (+5)	**DEX** 14 (+2)	**CON** 18 (+4)
INT 3 (-4)	**WIS** 12 (+1)	**CHA** 6 (-2)

Skills Perception +6
Damage Resistances Cold, Electricity, Poison
Senses Darkvision 120 ft., passive Perception 16
Languages --

ABILITIES

Deep Lung. While the coastal wyvern cannot breath water, it can hold its breath for a long time; up to 30 minutes.

Glider. The wyvern is more a glider than a flier. It can glide for rounds equal to its constitution modifier before it begins to descend at a rate of 10 feet per round. It must either spend an entire turn running to take to the air, or leap from a height.

ACTIONS

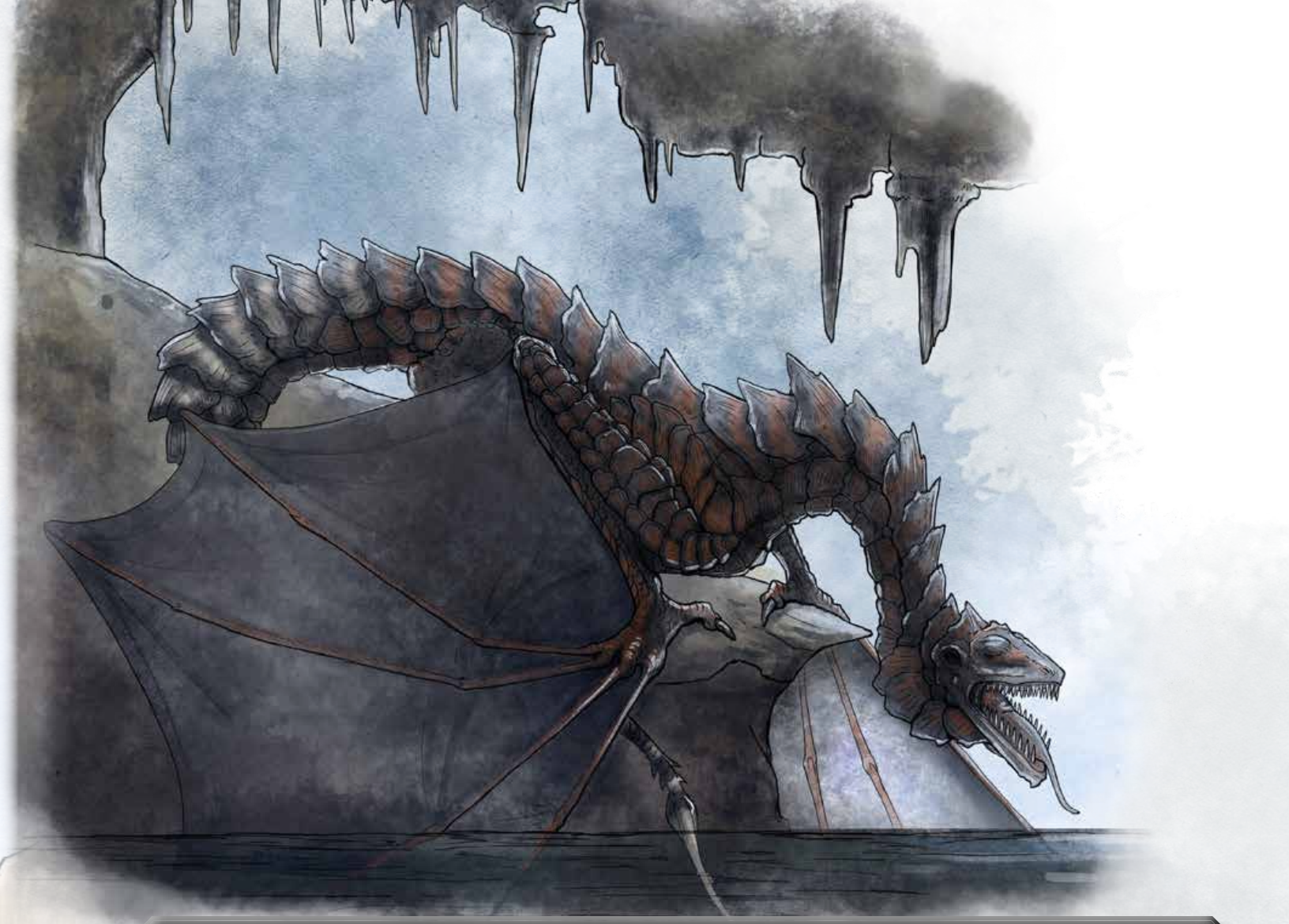
Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying or swimming, it can use its claws in place of one other attack and gains an extra attack with its claws.

Bite. *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8+5) piercing damage.

Claws. *Melee weapon attack*, +9 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8+5) slashing damage.

Stinger. *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) piercing damage. The target must make a DC 18 Constitution saving throw, taking 36 (12d6) poison damage on a failed save, or half as much damage on a successful one.





CAVE BRUISER WYVERN

DIFFICULTY 17 (X,000 XP)

Large dragon, Unaligned

Armor Class 19
Hit Points 289 (17d20+119)
Speed 40 ft., fly 60 ft., climb 30 ft.

STR 26 (+8)	**DEX** 10 (+0)	**CON** 25 (+7)
INT 3 (-4)	**WIS** 12 (+1)	**CHA** 6 (-2)

Skills Perception +7, Stealth +7
Damage Immunities Cold, Acid, Poison
Senses Blindsight 120 ft., Tremorsense 60 ft., passive Perception 16
Languages --

ABILITIES

Keen Sense of Hearing. The cave wyvern has the advantage on Wisdom (Perception) checks that rely on hearing.

Stoney Camouflage. So long as the wyvern is within its natural cave environment it has the advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite, and one with its stinger. While flying, it can use its claws in place of one other attack and it gains an extra attack with its wings.

Bite. *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10+8) piercing damage.

Wing Attack. The cave wyvern beats its immense wings and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw or take 16 (2d8+8) bludgeoning damage and be knocked prone.

Claws. *Melee weapon attack*, +9 to hit, reach 5 ft., one creature. *Hit:* 23 (3d10+8) slashing damage.

Stinger. *Melee weapon attack*, +9 to hit, reach 10 ft., one creature. Hit: 18 (2d10+8) piercing damage. The target must make a DC 19 Constitution saving throw, taking 45 (15d6) poison damage on a failed save, or half as much damage on a successful one.

Creatures by CR

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Crystal Couatl Neonate	Couatl	1/8	Jungle	27
Lesser Griffin	Griffin	1/8	Arctic	39
Scruffy Sporeling Bearded Tooth	Myconid	1/8	Forest	67
Morell Sporeling	Myconid	1/8	Forest	68
Aquatic Rust Lice	Rust Monster	1/8	Aquatic	87
Flying Basilisk	Basilisk	1/4	Forest	8
Kelpie Hippocampus	Hippocampus	1/4	Aquatic	46
Coifed Cockatrice	Cockatrice	1/2	Varies	22
Wetlands Lizardfolk	Lizardfolk	1/2	Riparian	58
Chameleon Lizardfolk	Lizardfolk	1/2	Jungle	60
Amanita Muscaria Myconid	Myconid	1/2	Forest	66
Common Rust Monster	Rust Monster	1/2	Underground	86
Hunting Blink Dog	Blink Dog	1	Flexible	10
Laughing Fox	Blink Dog	1	Desert	11
Herding Blink Dog	Blink Dog	1	Highlands	12
Peacockatrice	Cockatrice	1	Grasslands	24
Aquatic Cockatrice	Cockatrice	1	Aquatic	25
Swallowtail skink Faerie Dragon	Faerie Dragon	1	Forest	36
Lesser Griffin Swarm	Griffin	1	Arctic	39
Egyptian Harpy	Harpy	1	Desert	42
Pixie Harpy	Harpy	1	Jungle	43
Elysium Harpy	Harpy	1	Jungle	44
Phoenix Harpy	Harpy	1	Desert	45
Angler Hippocampus	Hippocampus	1	Aquatic	47
Axolotlean Lizardfolk	Lizardfolk	1	Riparian	59
Chameleon Shaman	Lizardfolk	1	Jungle	60
Mossy Myconid	Myconid	1	Forest	69
Powlbear Cub	Owlbear	1	Arctic	76
Phase Tabby	Phase Cats	1	Urban	85
Aquatic Rust Lice Swarm	Rust Monster	1	Aquatic	87
Jewel Mantis	Rust Monster	1	Riparian	89
Crested Basilisk	Basilisk	2	Riparian	7
Shoebill Cockatrice	Cockatrice	2	Riparian	23
Peacockatrice Swarm	Cockatrice	2	Grasslands	24
Crystal Couatl	Couatl	2	Jungle	27
Monarch Faerie Dragon	Faerie Dragon	2	Jungle	34
Stray Sod Faerie Dragon	Faerie Dragon	2	Forest	35
Lionfish Hippocampus	Hippocampus	2	Aquatic	49
Common Hippogriff	Hippogriff	2	Varies	50
Hoatizin Hippogriff	Hippogriff	2	Jungle	51
Peregrine Hippogriff	Hippogriff	2	Varies	52
Cockatoo Hippogriff	Hippogriff	2	Jungle	53

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Lion-Headed Manticore	Manticore	2	Desert	62
Desert Manticore	Manticore	2	Desert	64
Bearded Tooth Myconid	Myconid	2	Forest	67
Pandowl	Owlbear	2	Jungle	75
Sun Owlbear	Owlbear	2	Forest	77
Tornado Pegasus	Pegasi	2	Varies	78
Dust Devil Pegasus	Pegasi	2	Varies	79
Snow Squall Pegasus	Pegasi	2	Arctic	80
Wildfire Pegasus	Pegasi	2	Varies	81
Phase Tabby Swarm	Phase Cats	2	Urban	85
Herding Blink Dog Swarm	Blink Dog	3	Highlands	12
Silence Wolf	Blink Dog	3	Flexible	13
Marsh Bulette	Bluettes	3	Riparian	16
Common Griffin	Griffin	3	Flexible	38
Snow Griffin	Griffin	3	Arctic	40
Pixie Harpy Magus	Harpy	3	Jungle	43
Colossal Lionfish Hippocampus	Hippocampus	3	Aquatic	49
Komodo Lizardfolk	Lizardfolk	3	Desert	61
Morell Myconid	Myconid	3	Forest	68
Sludge Swimmer	Otyughs	3	Underground	71
Lunar Unicorn	Unicorn	3	Forest	98
Pigmy Bulette	Bluettes	4	Coastal	17
Desert Chimera	Chimera	4	Desert	18
Deathroll (unique)	Cockatrice	4	Riparian	23
Sailfish Hippocampus	Hippocampus	4	Aquatic	48
Axolotlean Shaman	Lizardfolk	4	Riparian	59
Komodo Shaman	Lizardfolk	4	Desert	61
Feathered Manticore	Manticore	4	Grasslands	65
Undercity Otyugh	Otyughs	4	Underground	70
Great Horned Owlbear	Owlbear	4	Forest	74
Squatina (unique)	Pegasi	4	Varies	79
Frostsprinter (unique)	Pegasi	4	Arctic	80
Emberhoof (unique)	Pegasi	4	Varies	81
Phase Panther	Phase Cats	4	Grasslands	82
Okapi Unicorn	Unicorn	4	Grasslands	100
Forest Wyvern	Wyvern	4	Forest	102
Desert Wyvern	Wyvern	4	Desert	103
Cave Bruiser Wyvern	Wyvern	4	Underground	105
Gila Basilisk	Basilisk	5	Desert	9
Rock Bulette	Bluettes	5	Hills	14
Swamp Chimera	Chimera	5	Riparian	20
Undersea Chimera	Chimera	5	Aquatic	21

CREATURE NAME	BASE CREATURE	CR	ECOLOGY	PAGE
Will-O-Wisp Faerie Dragon	Faerie Dragon	5	Riparian	37
Rimewing (unique)	Griffin	5	Arctic	40
Scaled Lancer	Hippocampus	5	Aquatic	48
Dark Manticore	Manticore	5	Underground	63
Powlbear	Owlbear	5	Arctic	76
Phase Cheetah	Phase Cats	5	Grasslands	84
Horned Rust Monster	Rust Monster	5	Grasslands	88
River Sphinx	Sphinx	5	Riparian	93
Nightmare Unicorn	Unicorn	5	Varies	99
Arctic Bulette	Bluettes	6	Arctic	15
Sunset Couatl	Couatl	6	Jungle	26
Khan (unique)	Griffin	6	Grasslands	41
Colossal Angler Hippocampus	Hippocampus	6	Aquatic	47
Benthic Otyugh	Otyughs	6	Aquatic	72
Vine Trapper Otyugh	Otyughs	6	Jungle	73
The Arrow (phase cheetah unique)	Phase Cats	6	Grasslands	84
Grafted Shambling Mound Treant	Treant	6	Varies	96
Karkadann Unicorn	Unicorn	6	Grasslands	101
Greater Blue Basilisk	Basilisk	7	Ruins	6
Pigmy Bulette Swarm	Bluettes	7	Coastal	17
Colossal Pandowl	Owlbear	7	Jungle	75
Arctic Phase Cat	Phase Cats	7	Arctic	83
Oak Treant	Treant	7	Forest	94
Banyan Treant	Treant	7	Jungle	95
Hooded Hydra	Hydra	8	Jungle	54
Jungle Hydra	Hydra	8	Jungle	55
Quoll Sphinx	Sphinx	8	Riparian	92
Willow Treant	Treant	8	Riparian	97
Arctic Couatl	Couatl	9	Arctic	28
Icestalker (unique)	Phase Cats	9	Arctic	83
Tiger Griffin	Griffin	10	Grasslands	41
Arctic Sphinx	Sphinx	10	Arctic	91
Cryptic Couatl	Couatl	11	Jungle	29
Forest Chimera	Chimera	12	Forest	19
Desert Sphinx	Sphinx	13	Desert	90
Coastal Wyvern	Wyvern	13	Coastal	104
Eel Hydra	Hydra	14	Aquatic	56
Emerald Dragon Turtle	Dragon Turtle	17	Aquatic	30
Treasure Shell Dragon Turtle	Dragon Turtle	17	Aquatic	31
Swamp Snapper Dragon Turtle	Dragon Turtle	17	Riparian	32
Desert Dragon turtle	Dragon Turtle	17	Desert	33
Storm Hydra	Hydra	20	Varies	57

Creatures by Location

AQUATIC				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Aquatic Rust Lice	Rust Monster	1/8	Aquatic	87
Kelpie Hippocampus	Hippocampus	1/4	Aquatic	46
Aquatic Cockatrice	Cockatrice	1	Aquatic	25
Angler Hippocampus	Hippocampus	1	Aquatic	47
Aquatic Rust Lice Swarm	Rust Monster	1	Aquatic	87
Lionfish Hippocampus	Hippocampus	2	Aquatic	49
Colossal Lionfish Hippocampus	Hippocampus	3	Aquatic	49
Sailfish Hippocampus	Hippocampus	4	Aquatic	48
Undersea Chimera	Chimera	5	Aquatic	21
Scaled Lancer	Hippocampus	5	Aquatic	48
Colossal Angler Hippocampus	Hippocampus	6	Aquatic	47
Benthic Otyugh	Otyughs	6	Aquatic	72
Eel Hydra	Hydra	14	Aquatic	56
Emerald Dragon Turtle	Dragon Turtle	17	Aquatic	30
Treasure Shell Dragon Turtle	Dragon Turtle	17	Aquatic	31

ARCTIC				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Lesser Griffin	Griffin	1/8	Arctic	39
Lesser Griffin Swarm	Griffin	1	Arctic	39
Powlbear Cub	Owlbear	1	Arctic	76
Snow Squall Pegasus	Pegasi	2	Arctic	80
Snow Griffin	Griffin	3	Arctic	40
Frostsprinter (snow squall pegasus)	Pegasi	4	Arctic	80
Rimewing	Griffin	5	Arctic	40
Powlbear	Owlbear	5	Arctic	76
Arctic Bulette	Bluettes	6	Arctic	15
Arctic Phase Cat	Phase Cats	7	Arctic	83
Arctic Couatl	Couatl	9	Arctic	28
Icestalker (arctic phase cat unique)	Phase Cats	9	Arctic	83
Arctic Sphinx	Sphinx	10	Arctic	91

COASTAL				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Pigmy Bulette	Bluettes	4	Coastal	17
Pigmy Bulette Swarm	Bluettes	7	Coastal	17
Coastal Wyvern	Wyvern	13	Coastal	104

DESERT				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Laughing Fox	Blink Dog	1	Desert	11
Egyptian Harpy	Harpy	1	Desert	42
Phoenix Harpy	Harpy	1	Desert	45
Lion-Headed Manticore	Manticore	2	Desert	62
Desert Manticore	Manticore	2	Desert	64
Komodo Lizardfolk	Lizardfolk	3	Desert	61
Desert Chimera	Chimera	4	Desert	18
Komodo Shaman	Lizardfolk	4	Desert	61
Desert Wyvern	Wyvern	4	Desert	103
Gila Basilisk	Basilisk	5	Desert	9
Desert Sphinx	Sphinx	13	Desert	90
Desert Dragon turtle	Dragon Turtle	17	Desert	33

FOREST				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Scruffy Sporeling Bearded Tooth	Myconid	1/8	Forest	67
Morell Sporeling	Myconid	1/8	Forest	68
Flying Basilisk	Basilisk	1/4	Forest	8
Amanita Muscaria Myconid	Myconid	1/2	Forest	66
Swallowtail skink Faerie Dragon	Faerie Dragon	1	Forest	36
Mossy Myconid	Myconid	1	Forest	69
Stray Sod Faerie Dragon	Faerie Dragon	2	Forest	35
Bearded Tooth Myconid	Myconid	2	Forest	67
Sun Owlbear	Owlbear	2	Forest	77
Morell Myconid	Myconid	3	Forest	68
Lunar Unicorn	Unicorn	3	Forest	98
Great Horned Owlbear	Owlbear	4	Forest	74
Forest Wyvern	Wyvern	4	Forest	102
Oak Treant	Treant	7	Forest	94
Forest Chimera	Chimera	12	Forest	19

GRASSLAND				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Peacockatrice	Cockatrice	1	Grasslands	24
Peacockatrice Swarm	Cockatrice	2	Grasslands	24
Feathered Manticore	Manticore	4	Grasslands	65
Phase Panther	Phase Cats	4	Grasslands	82
Okapi Unicorn	Unicorn	4	Grasslands	100
Phase Cheetah	Phase Cats	5	Grasslands	84
Horned Rust Monster	Rust Monster	5	Grasslands	88
Khan (unique)	Griffin	6	Grasslands	41
The Arrow (unique)	Phase Cats	6	Grasslands	84
Karkadann Unicorn	Unicorn	6	Grasslands	101
Tiger Griffin	Griffin	10	Grasslands	41
Desert Dragon turtle	Dragon Turtle	17	Desert	33

FLEXIBLE				
CREATURE NAME	**BASE CREATURE**	**CR**	**ECOLOGY**	**PAGE**
Phase Tabby	Phase Cats	1	Varies	85
Herding Blink Dog	Blink Dog	1	Varies	12
Hunting Blink Dog	Blink Dog	1	Varies	10
Phase Tabby Swarm	Phase Cats	2	Varies	85
Common Hippogriff	Hippogriff	2	Varies	50
Peregrine Hippogriff	Hippogriff	2	Varies	52
Tornado Pegasus	Pegasi	2	Varies	78
Dust Devil Pegasus	Pegasi	2	Varies	79
Wildfire Pegasus	Pegasi	2	Varies	81
Herding Blink Dog Swarm	Blink Dog	3	Varies	12
Silence Wolf	Blink Dog	3	Varies	13
Common Griffin	Griffin	3	Varies	38
Squatina (dust devil pegasus)	Pegasi	4	Varies	79
Emberhoof (wildfire pegasus unique)	Pegasi	4	Varies	81
Rock Bulette	Bluettes	5	Varies	14
Nightmare Unicorn	Unicorn	5	Varies	99
Grafted Shambling Mound Treant	Treant	6	Varies	96
Storm Hydra	Hydra	20	Varies	57