

## MicroBestiary for 5e (Version 0.1)

Aboleth (CR 10): AC 17; 135 hp; MV 10", swim 40"; StDxCn +5/-1/+2; InWsCh +4/+2/+4; #AT (3 tentacle); Tentacle +9 D 12 (2d6+5), DC 14 Constitution saving throw or diseased; Tail +9 D 15 (3d6+5); Enslave (3/day), DC 14 Wisdom saving throw or charmed; Legendary actions (Detect, Tail Swipe, Psychic Drain (Costs 2 Actions)); ST Amphibious, Mucous Cloud, Probing Telepathy; SD darkvision 120", passive Perception 20; SZ L; AL LE; 5,900 XP

Acolyte (CR 1/4): AC 10; 9 hp; MV 30"; StDxCn +0/+0/+0; InWsCh +0/+2/+0; #AT (1); Club +2 D 2 (1d4); ST Spellcasting; SD passive Perception 12; SZ M; AL any alignment; 50 XP

Adult Black Dragon (CR 14): AC 19; 195 hp; MV 40", fly 80", swim 40"; StDxCn +6/+2/+5; InWsCh +2/+1/+3; #AT (3: 1 bite, 2 claws.); Bite +11 D 17 (2d10+6), 4 (1d8) acid; Claw +11 D 13 (2d6+6); Tail +11 D 15 (2d8+6); Frightful Presence, DC 16 Wisdom saving throw or frightened; Acid Breath (Recharge 5-6), DC 18 Dexterity saving throw D 54 (12d8); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 21, immunity (acid); SZ H; AL CE; 11,500 XP

Adult Blue Dragon (CR 16): AC 19; 225 hp; MV 40", burrow 30", fly 80"; StDxCn +7/+0/+6; InWsCh +3/+2/+4; #AT (3: 1 bite, 2 claws.); Bite +12 D 18 (2d10+7), 5 (1d10) lightning; Claw +12 D 14 (2d6+7); Tail +12 D 16 (2d8+7); Frightful Presence, DC 17 Wisdom saving throw or frightened; Lightning Breath (Recharge 5-6), DC 19 Dexterity saving throw D 66 (12d10); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 22, immunity (lightning); SZ H; AL LE; 15,000 XP

Adult Brass Dragon (CR 13): AC 18; 172 hp; MV 40", burrow 40", fly 80"; StDxCn +6/+0/+5; InWsCh +2/+1/+3; #AT (3: 1 bite, 2 claws.); Bite +11 D 17 (2d10+6); Claw +11 D 13 (2d6+6); Tail +11 D 15

(2d8+6); Frightful Presence, DC 16 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 18 Dexterity saving throw D 45 (13d6); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 21, immunity (fire); SZ H; AL CG; 10,000 XP

Adult Bronze Dragon (CR 15): AC 19; 212 hp; MV 40", fly 80", swim 40"; StDxCn +7/+0/+6; InWsCh +3/+2/+4; #AT (3: 1 bite, 2 claws.); Bite +12 D 18 (2d10+7); Claw +12 D 14 (2d6+7); Tail +12 D 16 (2d8+7); Frightful Presence, DC 17 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 19 Dexterity saving throw D 66 (12d10); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 22, immunity (lightning); SZ H; AL LG; 13,000 XP

Adult Copper Dragon (CR 14): AC 18; 184 hp; MV 40", climb 40", fly 80"; StDxCn +6/+1/+5; InWsCh +4/+2/+3; #AT (3: 1 bite, 2 claws.); Bite +11 D 17 (2d10+6); Claw +11 D 13 (2d6+6); Tail +11 D 15 (2d8+6); Frightful Presence, DC 16 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 18 Dexterity saving throw D 54 (12d8); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 22, immunity (acid); SZ H; AL CG; 11,500 XP

Adult Gold Dragon (CR 17): AC 19; 256 hp; MV 40", fly 80", swim 40"; StDxCn +8/+2/+7; InWsCh +3/+2/+7; #AT (3: 1 bite, 2 claws.); Bite +14 D 19 (2d10+8); Claw +14 D 15 (2d6+8); Tail +14 D 17 (2d8+8); Frightful Presence, DC 21 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 21 Dexterity saving throw D 66 (12d10); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 24, immunity (fire); SZ H; AL LG; 18,000 XP

Adult Green Dragon (CR 15): AC 19; 207 hp; MV 40", fly 80", swim 40"; StDxCn +6/+1/+5; InWsCh +4/+2/+3; #AT (3: 1 bite, 2 claws.); Bite +11 D 17 (2d10+6), 7 (2d6) poison; Claw +11 D 13 (2d6+6); Tail +11 D 15 (2d8+6); Frightful Presence, DC 16 Wisdom saving throw or frightened; Poison Breath (Recharge 5-6), DC 18 Constitution saving throw D 56 (16d6); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 22, immunity (poison), condition immunity (poisoned); SZ H; AL LE; 13,000 XP

Adult Red Dragon (CR 17): AC 19; 256 hp; MV 40", climb 40", fly 80"; StDxCn +8/+0/+7; InWsCh +3/+1/+5; #AT (3: 1 bite, 2 claws.); Bite +14 D 19 (2d10+8), 7 (2d6) fire; Claw +14 D 15 (2d6+8); Tail +14 D 17 (2d8+8); Frightful Presence, DC 19 Wisdom saving throw or frightened; Fire Breath (Recharge 5-6), DC 21 Dexterity saving throw D 63 (18d6); Lair Actions On initiative count 20 (losing initiative ties), DC 15 Dexterity saving throw or incapacitated, poisoned, prone; Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 23, immunity (fire); SZ H; AL CE; 18,000 XP

Adult Silver Dragon (CR 16): AC 19; 243 hp; MV 40", fly 80"; StDxCn +8/+0/+7; InWsCh +3/+1/+5; #AT (3: 1 bite, 2 claws.); Bite +13 D 19 (2d10+8); Claw +13 D 15 (2d6+8); Tail +13 D 17 (2d8+8); Frightful Presence, DC 18 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 20 Constitution saving throw or paralyzed D 58 (13d8); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 21, immunity (cold); SZ H; AL LG; 15,000 XP

Adult White Dragon (CR 13): AC 18; 200 hp; MV 40", burrow 30", fly 80", swim 40"; StDxCn +6/+0/+6; InWsCh -1/+1/+1; #AT (3: 1 bite, 2 claws.); Bite +11 D 17 (2d10+6), 4 (1d8) cold; Claw +11 D 13 (2d6+6); Tail +11 D 15 (2d8+6); Frightful Presence, DC 14 Wisdom saving throw or frightened; Cold Breath

(Recharge 5-6), DC 19 Constitution saving throw D 54 (12d8); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Ice Walk, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 21, immunity (cold); SZ H; AL CE; 10,000 XP

Air Elemental (CR 5): AC 15; 90 hp; MV fly 90" (hover); StDxCn +2/+5/+2; InWsCh -2/+0/-2; #AT (2 slam); Slam +8 D 14 (2d8+5); Whirlwind (Recharge 4-6), DC 13 Strength saving throw or prone D 15 (3d8+2); ST Air Form; SD darkvision 60", passive Perception 10, resistance (lightning; thunder; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious); SZ L; AL N; 1,800 XP

Ancient Black Dragon (CR 21): AC 22; 367 hp; MV 40", fly 80", swim 40"; StDxCn +8/+2/+7; InWsCh +3/+2/+4; #AT (3: 1 bite, 2 claws.); Bite Melee Weapon Attack: +15 D 19 (2d10+8), 9 (2d8) acid; Claw +15 D 15 (2d6+8); Tail +15 D 17 (2d8+8); Frightful Presence, DC 19 Wisdom saving throw or frightened; Acid Breath (Recharge 5-6), DC 22 Dexterity saving throw D 67 (15d8); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day), Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 26, immunity (acid); SZ G; AL CE; 33,000 XP

Ancient Blue Dragon (CR 23): AC 22; 481 hp; MV 40", burrow 40", fly 80"; StDxCn +9/+0/+8; InWsCh +4/+3/+5; #AT (3: 1 bite, 2 claws.); Bite +16 D 20 (2d10+9), 11 (2d10) lightning; Claw +16 D 16 (2d6+9); Tail +16 D 18 (2d8+9); Frightful Presence, DC 20 Wisdom saving throw or frightened; Lightning Breath (Recharge 5-6), DC 23 Dexterity saving throw D 88 (16d10); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); SD blindsight 60", darkvision 120", passive Perception 27, immunity (lightning); SZ G; AL LE; 50,000 XP

Ancient Brass Dragon (CR 20): AC 20; 297 hp; MV 40", burrow 40", fly 80"; StDxCn +8/+0/+7; InWsCh +3/+2/+4; #AT (3: 1 bite, 2 claws.); Bite +14 D 19 (2d10+8); Claw +14 D 15 (2d6+8); Tail +14 D 17 (2d8+8); Frightful Presence, DC 18 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 21 Dexterity saving throw D 56 (16d6); Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 24, immunity (fire); SZ G; AL CG; 25,000 XP

Ancient Bronze Dragon (CR 22): AC 22; 444 hp; MV 40", fly 80", swim 40"; StDxCn +9/+0/+8; InWsCh +4/+3/+5; #AT (3: 1 bite, 2 claws.); Bite +16 D 20 (2d10+9); Claw +16 D 16 (2d6+9); Tail +16 D 18 (2d8+9); Frightful Presence, DC 20 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 23 Dexterity saving throw D 88 (16d10); Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 27, immunity (lightning); SZ G; AL LG; 41,000 XP

Ancient Copper Dragon (CR 21): AC 21; 350 hp; MV 40", climb 40", fly 80"; StDxCn +8/+1/+7; InWsCh +5/+3/+4; #AT (3: 1 bite, 2 claws.); Bite +15 D 19 (2d10+8); Claw +15 D 15 (2d6+8); Tail +15 D 17 (2d8+8); Frightful Presence, DC 19 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 22 Dexterity saving throw D 63 (14d8); Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new

form (the dragon's choice); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 27, immunity (acid); SZ G; AL CG; 33,000 XP

Ancient Gold Dragon (CR 24): AC 22; 546 hp; MV 40", fly 80", swim 40"; StDxCn +10/+2/+9; InWsCh +4/+3/+9; #AT (3: 1 bite, 2 claws.); Bite +17 D 21 (2d10+10); Claw +17 D 17 (2d6+10); Tail +17 D 19 (2d8+10); Frightful Presence, DC 24 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 24 Dexterity saving throw D 71 (13d10); Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 27, immunity (fire); SZ G; AL LG; 62,000 XP

Ancient Green Dragon (CR 22): AC 21; 385 hp; MV 40", fly 80", swim 40"; StDxCn +8/+1/+7; InWsCh +5/+3/+4; #AT (3: 1 bite, 2 claws.); Bite +15 D 19 (2d10+8), 10 (3d6) poison; Claw +15 D 22 (4d6+8); Tail +15 D 17 (2d8+8); Frightful Presence, DC 19 Wisdom saving throw or frightened; Poison Breath (Recharge 5-6), DC 22 Constitution saving throw D 77 (22d6); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Amphibious, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 27, immunity (poison), condition immunity (poisoned); SZ G; AL LE; 41,000 XP

Ancient Red Dragon (CR 24): AC 22; 546 hp; MV 40", climb 40", fly 80"; StDxCn +10/+0/+9; InWsCh +4/+2/+6; #AT (3: 1 bite, 2 claws.); Bite +17 D 21 (2d10+10), 14 (4d6) fire; Claw +17 D 17 (2d6+10); Tail +17 D 19 (2d8+10); Frightful Presence, DC 21 Wisdom saving throw or frightened; Fire Breath (Recharge 5-6), DC 24 Dexterity saving throw D 91 (26d6); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance

(3/Day); SD blindsight 60", darkvision 120", passive Perception 26, immunity (fire); SZ G; AL CE; 62,000 XP

Ancient Silver Dragon (CR 23): AC 22; 487 hp; MV 40", fly 80"; StDxCn +10/+0/+9; InWsCh +4/+2/+6; #AT (3: 1 bite, 2 claws.); Bite +17 D 21 (2d10+10); Claw +17 D 17 (2d6+10); Tail +17 D 19 (2d8+10); Frightful Presence, DC 21 Wisdom saving throw or frightened; Breath Weapons (Recharge 5-6), DC 24 Constitution saving throw or paralyzed D 67 (15d8); Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice); Legendary actions (Detect, Tail Attack, Wing Attack (Costs 2 Actions)); ST Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 26, immunity (cold); SZ G; AL LG; 50,000 XP

Ancient White Dragon (CR 20): AC 20; 333 hp; MV 40", burrow 40", fly 80", swim 40"; StDxCn +8/+0/+8; InWsCh +0/+1/+2; #AT (3: 1 bite, 2 claws.); Bite +14 D 19 (2d10+8), 9 (2d8) cold; Claw +14 D 15 (2d6+8); Tail +14 D 17 (2d8+8); Frightful Presence, DC 16 Wisdom saving throw or frightened; Cold Breath (Recharge 5-6), DC 22 Constitution saving throw D 72 (16d8); ST Ice Walk, Legendary Resistance (3/Day); SD blindsight 60", darkvision 120", passive Perception 23, immunity (cold); SZ G; AL CE; 25,000 XP

Androsphinx (CR 17): AC 17; 199 hp; MV 40", fly 60"; StDxCn +6/+0/+5; InWsCh +3/+4/+6; #AT (2 claw); Claw +12 D 17 (2d10+6); Roar (3/Day); or deafened, frightened, paralyzed, prone D 44 (8d10); Legendary actions (Claw Attack, Teleport (Costs 2 Actions), Cast a Spell (Costs 3 Actions)); ST Inscrutable, Magic Weapons, Spellcasting; SD truesight 120", passive Perception 20, immunity (psychic; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, frightened); SZ L; AL LN; 18,000 XP

Animated Armor (CR 1): AC 18; 33 hp; MV 25"; StDxCn +2/+0/+1; InWsCh -5/-4/-5; #AT (2 melee); Slam +4 D 5 (1d6+2); ST Antimagic Susceptibility, False Appearance; SD blindsight 60" (blind beyond this radius), passive Perception 6, immunity (poison, psychic), condition immunity (blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned); SZ M; AL U; 200 XP

Ankheg (CR 2): AC 14; 39 hp; MV 30", burrow 10"; StDxCn +3/+0/+1; InWsCh -5/+1/-2; #AT (1); Bite +5 D 10 (2d6+3); or grappled; Acid Spray (Recharge 6), DC 13 Dexterity saving throw or grappled D 10 (3d6); SD darkvision 60", tremorsense 60", passive Perception 11; SZ L; AL U; 450 XP

Ape (CR 1/2): AC 12; 19 hp; MV 30", climb 30"; StDxCn +3/+2/+2; InWsCh -2/+1/-2; #AT (2 fist); Fist +5 D 6 (1d6+3); Rock +5 D 6 (1d6+3); SD passive Perception 13; SZ M; AL U; 100 XP

Archmage (CR 12): AC 12; 99 hp; MV 30"; StDxCn +0/+2/+1; InWsCh +5/+2/+3; #AT (1); Dagger +6 D 4 (1d4+2); ST Magic Resistance, Spellcasting; SD passive Perception 12, resistance (damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)); SZ M; AL any alignment; 8,400 XP

Assassin (CR 8): AC 15; 78 hp; MV 30"; StDxCn +0/+3/+2; InWsCh +1/+0/+0; #AT (2 shortsword); Shortsword +6 D 6 (1d6+3), DC 15 Constitution saving throw; Light Crossbow +6 D 7 (1d8+3), DC 15 Constitution saving throw; ST Assassinate, Evasion, Sneak Attack (1/Turn); SD passive Perception 13, resistance (poison); SZ M; AL any non-G alignment; 3,900 XP

Awakened Shrub (CR 0): AC 9; 10 hp; MV 20"; StDxCn -4/-1/+0; InWsCh +0/+0/-2; #AT (1); Rake +1 D 1 (1d4 — 1); ST False Appearance; SD passive Perception 10, vulnerability (fire), resistance (piercing); SZ S; AL U; 0 XP

Awakened Tree (CR 2): AC 13; 59 hp; MV 20"; StDxCn +4/-2/+2; InWsCh +0/+0/-2; #AT (1); Slam +6 D 14 (3d6+4); ST False Appearance; SD passive Perception 10, vulnerability (fire), resistance (bludgeoning, piercing); SZ H; AL U; 450 XP

Axe Beak (CR 1/4): AC 11; 19 hp; MV 50"; StDxCn +2/+1/+1; InWsCh -4/+0/-3; #AT (1); Beak +4 D 6 (1d8+2); SD passive Perception 10; SZ L; AL U; 50 XP

Azer (CR 2): AC 17; 39 hp; MV 30"; StDxCn +3/+1/+2; InWsCh +1/+1/+0; #AT (1); Warhammer +5 D 7 (1d8+3); ST Heated Body, Heated Weapons, Illumination; SD passive Perception 11, immunity (fire, poison), condition immunity (poisoned); SZ M; AL LN; 450 XP

Baboon (CR 0): AC 12; 3 hp; MV 30", climb 30"; StDxCn -1/+2/+0; InWsCh -3/+1/-2; #AT (1); Bite +1 D 1 (1d4 — 1); ST Pack Tactics; SD passive Perception 11; SZ S; AL U; 0 XP

Badger (CR 0): AC 10; 3 hp; MV 20", burrow 5"; StDxCn -3/+0/+1; InWsCh -4/+1/-3; #AT (1); Bite +2 D 1; ST Keen Smell; SD darkvision 30", passive Perception 11; SZ T; AL U; 0 XP

Balor (CR 19): AC 19; 262 hp; MV 40", fly 80"; StDxCn +8/+2/+6; InWsCh +5/+3/+6; #AT (2: 1 longsword, 1 whip.); Longsword +14 D 21 (3d8+8); Whip +14 D 15 (2d6+8), DC 20 Strength saving throw; Teleport; Variant: Summon Demon (1/Day); ST Death Throes, Fire Aura, Magic Resistance, Magic Weapons; SD truesight 120", passive Perception 13, resistance (cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (fire, poison), condition immunity (poisoned); SZ H; AL CE; 22,000 XP

Bandit (CR 1/8): AC 12; 11 hp; MV 30"; StDxCn +0/+1/+1; InWsCh +0/+0/+0; #AT (1); Scimitar +3 D 4 (1d6+1); Light Crossbow +3 D 5 (1d8+1); SD passive Perception 10; SZ M; AL any non-Lalignment; 25 XP

Bandit Captain (CR 2): AC 15; 65 hp; MV 30"; StDxCn +2/+3/+2; InWsCh +2/+0/+2; #AT (3 melee: 2 scimitar, 1 dagger. Or the captain makes 2 ranged attacks daggers.); Scimitar +5 D 6 (1d6+3); Dagger +5 D 5 (1d4+3); SD passive Perception 10; SZ M; AL any non-Lalignment; 450 XP

Barbed Devil (CR 5): AC 15; 110 hp; MV 30"; StDxCn +3/+3/+4; InWsCh +1/+2/+2; #AT (3 melee: 1 tail, 2 claws. Alternatively, it can use Hurl Flame twice.); Claw +6 D 6 (1d6+3); Tail +6 D 10 (2d6+3); Hurl Flame +5 D 10 (3d6); ST Barbed Hide, Devil's Sight, Magic Resistance; SD darkvision 120", passive Perception 18, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ M; AL LE; 1,800 XP

Basilisk (CR 3): AC 12; 52 hp; MV 20"; StDxCn +3/-1/+2; InWsCh -4/-1/-2; #AT (1); Bite +5 D 10 (2d6+3), 7 (2d6) poison; ST Petrifying Gaze; SD darkvision 60", passive Perception 9; SZ M; AL U; 700 XP

Bat (CR 0): AC 12; 1 hp; MV 5", fly 30"; StDxCn -4/+2/-1; InWsCh -4/+1/-3; #AT (1); Bite +0 D 1; ST Echolocation, Keen Hearing; SD blindsight 60", passive Perception 11; SZ T; AL U; 0 XP

Bearded Devil (CR 3): AC 13; 52 hp; MV 30"; StDxCn +3/+2/+2; InWsCh -1/+0/+0; #AT (2: 1 beard, 1 glaive.); Beard +5 D 6 (1d8+2), DC 12 Constitution saving throw or poisoned; Glaive +5 D 8 (1d10+3), DC 12 Constitution saving throw; ST Devil's Sight, Magic Resistance, Steadfast; SD darkvision 120", passive Perception 10, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ M; AL LE; 700 XP

Behir (CR 11): AC 17; 168 hp; MV 50", climb 40"; StDxCn +6/+3/+4; InWsCh -2/+2/+1; #AT (2: 1 bite, 1 to constrict.); Bite +10 D 22 (3d10+6); Constrict +10 D 17 (2d10+6); or grappled, restrained; Lightning Breath (Recharge 5-6), DC 16 Dexterity saving throw D 66 (12d10); Swallow The behir makes one bite

attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6), DC 14 Constitution saving throw or blinded, prone, restrained; SD darkvision 90", passive Perception 16, immunity (lightning); SZ H; AL NE; 7,200 XP

Berserker (CR 2): AC 13; 67 hp; MV 30"; StDxCn +3/+1/+3; InWsCh -1/+0/-1; #AT (1); Greataxe +5 D 9 (1d12+3); ST Reckless; SD passive Perception 10; SZ M; AL any Calignment; 450 XP

Black Bear (CR 1/2): AC 11; 19 hp; MV 40", climb 30"; StDxCn +2/+0/+2; InWsCh -4/+1/-2; #AT (2: 1 bite, 1 claws.); Bite +3 D 5 (1d6+2); Claws +3 D 7 (2d4+2); ST Keen Smell; SD passive Perception 13; SZ M; AL U; 100 XP

Black Dragon Wyrmling (CR 2): AC 17; 33 hp; MV 30", fly 60", swim 30"; StDxCn +2/+2/+1; InWsCh +0/+0/+1; #AT (1); Bite +4 D 7 (1d10+2), 2 (1d4) acid; Acid Breath (Recharge 5-6), DC 11 Dexterity saving throw D 22 (Sd8); ST Amphibious; SD blindsight 10", darkvision 60", passive Perception 14, immunity (acid); SZ M; AL CE; 450 XP

Black Pudding (CR 4): AC 7; 85 hp; MV 20", climb 20"; StDxCn +3/-3/+3; InWsCh -5/-2/-5; #AT (1); Pseudopod +5 D 6 (1d6+3); ST Amorphous, Corrosive Form, Spider Climb; SD blindsight 60" (blind beyond this radius), passive Perception 8, immunity (acid, cold, lightning, slashing), condition immunity (blinded, charmed, deafened, exhaustion, frightened, prone); SZ L; AL U; 1,100 XP

Blink Dog (CR 1/4): AC 13; 22 hp; MV 40"; StDxCn +1/+3/+1; InWsCh +0/+1/+0; #AT (1); Bite +3 D 4 (1d6+1); Teleport (Recharge 4-6); ST Keen Hearing and Smell; SD passive Perception 10; SZ M; AL LG; 50 XP

Blood Hawk (CR 1/8): AC 12; 7 hp; MV 10", fly 60"; StDxCn -2/+2/+0; InWsCh -4/+2/-3; #AT (1); Beak +4 D 4 (1d4+2); ST Keen Sight, Pack Tactics; SD passive Perception 14; SZ S; AL U; 25 XP

Blue Dragon Wyrmling (CR 3): AC 17; 52 hp; MV 30", burrow 15", fly 60"; StDxCn +3/+0/+2; InWsCh +1/+0/+2; #AT (1); Bite +5 D 8 (1d10+3), 3 (1d6) lightning; Lightning Breath (Recharge 5-6), DC 12 Dexterity saving throw D 22 (4d10); SD blindsight 10", darkvision 60", passive Perception 14, immunity (lightning); SZ M; AL LE; 700 XP

Boar (CR 1/4): AC 11; 11 hp; MV 40"; StDxCn +1/+0/+1; InWsCh -4/-1/-3; #AT (1); Tusk Weapon Attack: +3 D 4 (1d6+1); ST Charge, Relentless (Recharges after a Short or Long Rest); SD passive Perception 9; SZ M; AL U; 50 XP

Bone Devil (CR 12): AC 19; 142 hp; MV 40", fly 40"; StDxCn +4/+3/+4; InWsCh +1/+2/+3; #AT (3: 2 claws, 1 sting.); Claw +8 D 8 (1d8+4); Claw +8 D 8 (1d8+4); Sting +8 D 13 (2d8+4), DC 14 Constitution saving throw or poisoned; Sting +8 D 13 (2d8+4), DC 14 Constitution saving throw or poisoned; ST Devil's Sight, Magic Resistance; SD darkvision 120", passive Perception 9, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ L; AL LE; 8,400 XP

Brass Dragon Wyrmling (CR 1): AC 16; 16 hp; MV 30", burrow 15", fly 60"; StDxCn +2/+0/+1; InWsCh +0/+0/+1; #AT (1); Bite +4 D 7 (1d10+2); Breath Weapons (Recharge 5-6), DC 11 Dexterity saving throw D 14 (4d6); SD blindsight 10", darkvision 60", passive Perception 14, immunity (fire); SZ M; AL CG; 200 XP

Bronze Dragon Wyrmling (CR 2): AC 17; 32 hp; MV 30", fly 60", swim 30"; StDxCn +3/+0/+2; InWsCh +1/+0/+2; #AT (1); Bite +5 D 8 (1d10+3); Breath Weapons (Recharge 5-6), DC 12 Dexterity saving throw D 16 (3d10); ST Amphibious; SD blindsight 10", darkvision 60", passive Perception 14, immunity

(lightning); SZ M; AL LG; 450 XP

Brown Bear (CR 1): AC 11; 34 hp; MV 40", climb 30"; StDxCn +4/+0/+3; InWsCh -4/+1/-2; #AT (2: 1 bite, 1 claws.); Bite Weapon Attack: +5 D 8 (1d8+4); Claws +5 D 11 (2d6+4); ST Keen Smell; SD passive Perception 13; SZ L; AL U; 200 XP

Bugbear (CR 1): AC 16; 27 hp; MV 30"; StDxCn +2/+2/+1; InWsCh -1/+0/-1; #AT (1); Morningstar +4 D 11 (2d8+2); Javelin +4 D 9 (2d6+2) in melee or 5 (1d6+2) at range.; ST Brute, Surprise Attack; SD darkvision 60", passive Perception 10; SZ M; AL CE; 200 XP

Bulette (CR 5): AC 17; 94 hp; MV 40", burrow 40"; StDxCn +4/+0/+5; InWsCh -4/+0/-3; #AT (1); Bite +7 D 30 (4d12+4); Deadly Leap If the bulette jumps at least 15" as part of its movement, it can then use this action to land on its" 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), DC 16 Strength or Dexterity saving throw or prone; ST Standing Leap; SD darkvision 60", tremorsense 60", passive Perception 16; SZ L; AL U; 1,800 XP

Camel (CR 1/8): AC 9; 15 hp; MV 50"; StDxCn +3/-1/+2; InWsCh -4/-1/-3; #AT (1); Bite +5 D 2 (1d4); SD passive Perception 9; SZ L; AL U; 25 XP

Carrion Crawler (CR 2): AC 13; 51 hp; MV 30", climb 30"; StDxCn +2/+1/+3; InWsCh -5/+1/-3; #AT (2: 1 tentacles, 1 bite.); Tentacles +8 D 4 (1d4+2), DC 13 Constitution saving throw or paralyzed, poisoned; Bite +4 D 7 (2d4+2); ST Keen Smell, Spider Climb; SD darkvision 60", passive Perception 13; SZ L; AL U; 450 XP

Cat (CR 0): AC 12; 2 hp; MV 40", climb 30"; StDxCn -4/+2/+0; InWsCh -4/+1/-2; #AT (1); Claws +0 D 1; ST Keen Smell; SD passive Perception 13; SZ T; AL U; 0 XP

Cave Bear (CR 2): AC 12; 42 hp; MV 40", swim 30"; StDxCn +5/+0/+3; InWsCh -4/+1/-2; #AT (2: 1 bite, 1 claws.); Bite +7 D 9 (1d8+5); Claws +7 D 12 (2d6+5); ST Keen Smell; SD darkvision 60", passive Perception 13; SZ L; AL U; 450 XP

Centaur (CR 2): AC 12; 45 hp; MV 50"; StDxCn +4/+2/+2; InWsCh -1/+1/+0; #AT (2: 1 pike, 1 hooves or 2 longbow.); Pike +6 D 9 (1d10+4); Hooves +6 D 11 (2d6+4); Longbow +4 D 6 (1d8+2); ST Charge; SD passive Perception 13; SZ L; AL NG; 450 XP

Chain Devil (CR 11): AC 16; 85 hp; MV 30"; StDxCn +4/+2/+4; InWsCh +0/+1/+2; #AT (2 attacks chains.); Chain +8 D 11 (2d6+4); or grappled, restrained; Animate Chains (Recharges after a Short or Long Rest); or incapacitated; ST Devil's Sight, Magic Resistance; SD darkvision 120", passive Perception 8, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ M; AL LE; 7,200 XP

Chimera (CR 6): AC 14; 114 hp; MV 30", fly 60"; StDxCn +4/+0/+4; InWsCh -4/+2/+0; #AT (3: 1 bite, 1 horns, 1 claws. When its fire breath is available, it can use the breath in place of its bite or horns.); Bite +7 D 11 (2d6+4); Horns +7 D 10 (1d12+4); Claws +7 D 11 (2d6+4); Fire Breath (Recharge 5-6), DC 15 Dexterity saving throw D 31 (7d8); SD darkvision 60", passive Perception 18; SZ L; AL CE; 2,300 XP

Chuul (CR 4): AC 16; 93 hp; MV 30", swim 30"; StDxCn +4/+0/+3; InWsCh -3/+0/-3; #AT (2 pincer If the chuul is grappling a creature, the chuul can also use its tentacles once.); Pincer +6 D 11 (2d6+4); or grappled; Tentacles, DC 13 Constitution saving throw or grappled, paralyzed, poisoned; ST Amphibious, Sense Magic; SD darkvision 60", passive Perception 14, immunity (poison), condition immunity (poisoned); SZ L; AL CE; 1,100 XP

Clay Golem (CR 9): AC 14; 133 hp; MV 20"; StDxCn +5/-1/+4; InWsCh -4/-1/-5; #AT (2 slam); Slam +8 D 16 (2d10+5), DC 15 Constitution saving throw; Haste (Recharge 5-6); ST Acid Absorption, Berserk,

Immutable Form, Magic Resistance, Magic Weapons; SD darkvision 60", passive Perception 9, immunity (acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite), condition immunity (charmed, exhaustion, frightened, paralyzed, petrified, poisoned); SZ L; AL U; 5,000 XP

Cloaker (CR 8): AC 14; 78 hp; MV 10", fly 40"; StDxCn +3/+2/+1; InWsCh +1/+1/+2; #AT (2: 1 bite, 1 tail.); Bite +6 D 10 (2d6+3); or blinded; Tail +6 D 7 (1d8+3); Moan, DC 13 Wisdom saving throw or frightened; Phantasms (Recharges after a Short or Long Rest); ST Damage Transfer, False Appearance, Light Sensitivity; SD darkvision 60", passive Perception 11; SZ L; AL CN; 3,900 XP

Cloud Giant (CR 9): AC 14; 200 hp; MV 40"; StDxCn +8/+0/+6; InWsCh +1/+3/+3; #AT (2 morningstar); Morningstar +12 D 21 (3d8+8); Rock +12 D 30 (4d10+8); ST Keen Smell, Innate Spellcasting; SD passive Perception 17; SZ H; AL NG (50%) or NE (50%); 5,000 XP

Cockatrice (CR 1/2): AC 11; 27 hp; MV 20", fly 40"; StDxCn -2/+1/+1; InWsCh -4/+1/-3; #AT (1); Bite +3 D 3 (1d4+1), DC 11 Constitution saving throw or petrified, restrained; SD darkvision 60", passive Perception 11; SZ S; AL U; 100 XP

Commoner (CR 0): AC 10; 4 hp; MV 30"; StDxCn +0/+0/+0; InWsCh +0/+0/+0; #AT (1); Club +2 D 2 (1d4); SD passive Perception 10; SZ M; AL any alignment; 0 XP

Constrictor Snake (CR 1/4): AC 12; 13 hp; MV 30", swim 30"; StDxCn +2/+2/+1; InWsCh -5/+0/-4; #AT (1); Bite +4 D 5 (1d6+2); Constrict +4 D 6 (1d8+2); or grappled, restrained; SD blindsight 10", passive Perception 10; SZ L; AL U; 50 XP

Copper Dragon Wyrmling (CR 1): AC 16; 22 hp; MV 30", climb 30", fly 60"; StDxCn +2/+1/+1; InWsCh +2/+0/+1; #AT (1); Bite +4 D 7 (1d10+2); Breath Weapons (Recharge 5-6), DC 11 Dexterity saving

throw D 18 (4d8); SD blindsight 10", darkvision 60", passive Perception 14, immunity (acid); SZ M; AL CG; 200 XP

Couatl (CR 4): AC 19; 97 hp; MV 30", fly 90"; StDxCn +3/+5/+3; InWsCh +4/+5/+4; #AT (1); Bite +8 D 8 (1d6+5), DC 13 Constitution saving throw or poisoned; Constrict +6 D 10 (2d6+3); or grappled, restrained; Change Shape The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice); ST Innate Spellcasting, Magic Weapons, Shielded Mind; SD truesight 120", passive Perception 15, resistance (radiant), immunity (psychic; bludgeoning, piercing, and slashing from nonmagical weapons); SZ M; AL LG; 1,100 XP

Crab (CR 0): AC 11; 2 hp; MV 20", swim 20"; StDxCn -4/+0/+0; InWsCh -5/-1/-4; #AT (1); Claw +0 D 1; ST Amphibious; SD blindsight 30", passive Perception 9; SZ T; AL U; 0 XP

Crocodile (CR 1/2): AC 12; 19 hp; MV 20", swim 20"; StDxCn +2/+0/+1; InWsCh -4/+0/-3; #AT (1); Bite +4 D 7 (1d10+2); or grappled, restrained; ST Hold Breath; SD passive Perception 10; SZ L; AL U; 100 XP

Cult Fanatic (CR 2): AC 13; 22 hp; MV 30"; StDxCn +0/+2/+1; InWsCh +0/+1/+2; #AT (2 melee); Dagger +4 D 4 (1d4+2); ST Dark Devotion, Spellcasting; SD passive Perception 11; SZ M; AL any non-G alignment; 450 XP

Cultist (CR 1/8): AC 12; 9 hp; MV 30"; StDxCn +0/+1/+0; InWsCh +0/+0/+0; #AT (1); Scimitar +3 D 4 (1d6+1); ST Dark Devotion; SD passive Perception 10; SZ M; AL any non-G alignment; 25 XP

Darkmantle (CR 1/2): AC 11; 22 hp; MV 10", fly 30"; StDxCn +3/+1/+1; InWsCh -4/+0/-3; #AT (1); Crush +5 D 6 (1d6+3); or blinded; Darkness Aura (1/day); ST Echolocation, False Appearance; SD blindsight 60",

passive Perception 10; SZ S; AL U; 100 XP

Death Dog (CR 1): AC 12; 39 hp; MV 40"; StDxCn +2/+2/+2; InWsCh -4/+1/-2; #AT (2 bite); Bite +4 D 5 (1d6+2), DC 12 Constitution saving throw or poisoned; ST Two-Headed; SD darkvision 120", passive Perception 15; SZ M; AL NE; 200 XP

Deep Gnome (Svirfneblin) (CR 1/2): AC 15; 16 hp; MV 20"; StDxCn +2/+2/+2; InWsCh +1/+0/-1; #AT (1); War Pick +4 D 6 (1d8+2); Poisoned Dart +4 D 4 (1d4+2), DC 12 Constitution saving throw or poisoned; ST Stone Camouflage, Gnome Cunning, Innate Spellcasting; SD darkvision 120", passive Perception 12; SZ S; AL NG; 100 XP

Deer (CR 0): AC 13; 4 hp; MV 50"; StDxCn +0/+3/+0; InWsCh -4/+2/-3; #AT (1); Bite +2 D 2 (1d4); SD passive Perception 12; SZ M; AL U; 0 XP

Deva (CR 10): AC 17; 136 hp; MV 30", fly 90"; StDxCn +4/+4/+4; InWsCh +3/+5/+5; #AT (2 melee); Mace +8 D 7 (1d6+4), 18 (4d8) radiant; Healing Touch (3/Day); D 20 (4d8+2); Change Shape The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice); ST Angelic Weapons, Innate Spellcasting, Magic Resistance; SD darkvision 120", passive Perception 19, resistance (radiant; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, exhaustion, frightened); SZ M; AL LG; 5,900 XP

Dire Wolf (CR 1): AC 14; 37 hp; MV 50"; StDxCn +3/+2/+2; InWsCh -4/+1/-2; #AT (1); Bite +5 D 10 (2d6+3), DC 13 Strength saving throw or prone; ST Keen Hearing and Smell, Pack Tactics; SD passive Perception 13; SZ L; AL U; 200 XP

Djinni (CR 11): AC 17; 161 hp; MV 30", fly 90"; StDxCn +5/+2/+6; InWsCh +2/+3/+5; #AT (3 scimitar); Scimitar +9 D 12 (2d6+5); Create

Whirlwind A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell), DC 18 Strength saving throw or restrained; ST Elemental Demise, Innate Spellcasting, Variant: Genie Powers; SD darkvision 120", passive Perception 13, immunity (lightning, thunder); SZ L; AL CG; 7,200 XP

Doppelganger (CR 3): AC 14; 52 hp; MV 30"; StDxCn +0/+4/+2; InWsCh +0/+1/+2; #AT (2 melee); Slam +6 D 7 (1d6+4); Read Thoughts The doppelganger magically reads the surface thoughts of one creature within 60" of it. The effect can penetrate barriers, but 3" of wood or dirt, 2" of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell); ST Shapechanger, Ambusher, Surprise Attack; SD darkvision 60", passive Perception 11, immunity (charmed); SZ M; AL U; 700 XP

Draft Horse (CR 1/4): AC 10; 19 hp; MV 40"; StDxCn +4/+0/+1; InWsCh -4/+0/-2; #AT (1); Hooves +6 D 9 (2d4+4); SD passive Perception 10; SZ L; AL U; 50 XP

Dragon Turtle (CR 17): AC 20; 341 hp; MV 20", swim 40"; StDxCn +7/+0/+5; InWsCh +0/+1/+1; #AT (3: 1 bite, 2 claws. It can make 1 tail attack in place of its 2 claw); Bite +13 D 26 (3d12+7); Claw +13 D 16 (2d8+7); Tail +13 D 26 (3d12+7), DC 20 Strength saving throw or prone; Steam Breath (Recharge 5-6), DC 18 Constitution saving throw D 52 (15d6); ST Amphibious; SD darkvision 120", passive Perception 11, resistance (fire); SZ G; AL N; 18,000 XP

Dretch (CR 1/4): AC 11; 18 hp; MV 20"; StDxCn +0/+0/+1; InWsCh -3/-1/-4; #AT (2: 1 bite, 1 claws.); Bite +2 D 3 (1d6); Claws +2 D 5 (2d4); Fetid Cloud (1/Day), DC 11 Constitution saving throw or poisoned; SD darkvision 60", passive Perception 9, resistance (cold, fire, lightning), immunity (poison), condition immunity (poisoned); SZ S; AL CE; 50 XP

Drider (CR 6): AC 19; 123 hp; MV 30", climb 30"; StDxCn +3/+3/+4; InWsCh +1/+2/+1; #AT (3 attacks, either longsword or its longbow. It can replace 1 of those attacks with a bite attack.); Bite +6 D 2 (1d4), 9 (2d8) poison; Longsword +6 D 7 (1d8+3), or 8 (1d10+3) if used with two hands.; Longbow +6 D 7 (1d8+3), 4 (1d8) poison; ST Fey Ancestry, Innate Spellcasting, Spider Climb, Sunlight Sensitivity, Web Walker; SD darkvision 120", passive Perception 15; SZ L; AL CE; 2,300 XP

Drow (CR 1/4): AC 15; 13 hp; MV 30"; StDxCn +0/+2/+0; InWsCh +0/+0/+1; #AT (1); Shortsword +4 D 5 (1d6+2); Hand Crossbow +4 D 5 (1d6+2), DC 13 Constitution saving throw or poisoned; ST Fey Ancestry, Innate Spellcasting, Sunlight Sensitivity; SD darkvision 120", passive Perception 12; SZ M; AL NE; 50 XP

Druid (CR 2): AC 11; 27 hp; MV 30"; StDxCn +0/+1/+1; InWsCh +1/+2/+0; #AT (1); Quarterstaff +2 D 3 (1d6); D with shillelagh; ST Spellcasting; SD passive Perception 14; SZ M; AL any alignment; 450 XP

Dryad (CR 1): AC 11; 22 hp; MV 30"; StDxCn +0/+1/+0; InWsCh +2/+2/+4; #AT (1); Club +2 D 2 (1d4), or 8 (1d8+4) with shillelagh. D with shillelagh; Fey Charm, DC 14 Wisdom saving throw or charmed; ST Innate Spellcasting, Magic Resistance, Speak with Beasts and Plants, Tree Stride; SD darkvision 60", passive Perception 14; SZ M; AL N; 200 XP

Duergar (CR 1): AC 16; 26 hp; MV 25"; StDxCn +2/+0/+2; InWsCh +0/+0/-1; #AT (1); Enlarge (Recharges after a Short or Long Rest); War Pick +4 D 6 (1d8+2), or 11 (2d8+2) while enlarged.; Javelin +4 D 5 (1d6+2), or 9 (2d6+2) while enlarged.; Invisibility (Recharges after a Short or Long Rest); ST Duergar Resilience, Sunlight Sensitivity; SD darkvision 120", passive Perception 10, resistance (poison); SZ M; AL LE; 200 XP

Dust Mephit (CR 1/2): AC 12; 17 hp; MV 30", fly 30"; StDxCn -3/+2/+0; InWsCh -1/+0/+0; #AT (1); Claws +4 D 4 (1d4+2); Blinding Breath (Recharge 6), DC 10

Dexterity saving throw or blinded; Variant: Summon Mephits (1/Day); ST Death Burst, Innate Spellcasting (1/Day); SD darkvision 60", passive Perception 12, vulnerability (fire), immunity (poison), condition immunity (poisoned); SZ S; AL NE; 100 XP

Eagle (CR 0): AC 12; 3 hp; MV 10", fly 60"; StDxCn -2/+2/+0; InWsCh -4/+2/-2; #AT (1); Talons +4 D 4 (1d4+2); ST Keen Sight; SD passive Perception 14; SZ S; AL U; 0 XP

Earth Elemental (CR 5): AC 17; 126 hp; MV 30", burrow 30"; StDxCn +5/-1/+5; InWsCh -3/+0/-3; #AT (2 slam); Slam +8 D 14 (2d8+5); ST Earth Glide, Siege Monster; SD darkvision 60", tremorsense 60", passive Perception 10, vulnerability (thunder), resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (exhaustion, paralyzed, petrified, poisoned, unconscious); SZ L; AL N; 1,800 XP

Efreeti (CR 11): AC 17; 200 hp; MV 40", fly 60"; StDxCn +6/+1/+7; InWsCh +3/+2/+3; #AT (2 scimitar attacks or uses its Hurl Flame twice.); Scimitar +10 D 13 (2d6+6), 7 (2d6) fire; Hurl Flame +7 D 17 (5d6) fire; ST Elemental Demise, Innate Spellcasting, Variant: Genie Powers; SD darkvision 120", passive Perception 12, immunity (fire); SZ L; AL LE; 7,200 XP

Elephant (CR 4): AC 12; 76 hp; MV 40"; StDxCn +6/-1/+3; InWsCh -4/+0/-2; #AT (1); Gore +8 D 19 (3d8+6); Stomp +8 D 22 (3d10+6); ST Trampling Charge; SD passive Perception 10; SZ H; AL U; 1,100 XP

Elk (CR 1/4): AC 10; 13 hp; MV 50"; StDxCn +3/+0/+1; InWsCh -4/+0/-2; #AT (1); Ram +5 D 6 (1d6+3); Hooves +5 D 8 (2d4+3); ST Charge; SD passive Perception 10; SZ L; AL U; 50 XP

Erinyes (CR 12): AC 18; 153 hp; MV 30", fly 60"; StDxCn +4/+3/+4; InWsCh +2/+2/+4; #AT (3 attacks); Longsword +8 D 8 (1d8+4); Longbow +7 D 7 (1d8+3), DC 14 Constitution saving throw or poisoned; Variant: Rope of Entanglement Some erinyes carry a

rope of entanglement (detailed in the Dungeon Master's Guide); ST Hellish Weapons, Magic Resistance; SD truesight 120", passive Perception 12, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ M; AL LE; 8,400 XP

Ettercap (CR 2): AC 13; 44 hp; MV 30", climb 30"; StDxCn +2/+2/+1; InWsCh -2/+1/-1; #AT (2: 1 bite, 1 claws.); Bite +4 D 6 (1d8+2), DC 11 Constitution saving throw or poisoned; Claws +4 D 7 (2d4+2); Web (Recharge 5-6); or restrained; Variant: Web Garrote +4 D 4 (1d4+2); or grappled; ST Spider Climb, Web Sense, Web Walker; SD darkvision 60", passive Perception 13; SZ M; AL NE; 450 XP

Ettin (CR 4): AC 12; 85 hp; MV 40"; StDxCn +5/-1/+3; InWsCh -2/+0/-1; #AT (2: 1 battleaxe, 1 morningstar.); Battleaxe +7 D 14 (2d8+5); Morningstar +7 D 14 (2d8+5); ST Two Heads, Wakeful; SD darkvision 60", passive Perception 14; SZ L; AL CE; 1,100 XP

Fire Elemental (CR 5): AC 13; 102 hp; MV 50"; StDxCn +0/+3/+3; InWsCh -2/+0/-2; #AT (2 touch); Touch +6 D 10 (2d6+3); ST Fire Form, Illumination, Water Susceptibility; SD darkvision 60", passive Perception 10, resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (fire, poison), condition immunity (exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious); SZ L; AL N; 1,800 XP

Fire Giant (CR 9): AC 18; 162 hp; MV 30"; StDxCn +7/-1/+6; InWsCh +0/+2/+1; #AT (2 greatsword); Greatsword +11 D 28 (6d6+7); Rock +11 D 29 (4d10+7); SD passive Perception 16, immunity (fire); SZ H; AL LE; 5,000 XP

Flesh Golem (CR 5): AC 9; 93 hp; MV 30"; StDxCn +4/-1/+4; InWsCh -2/+0/-3; #AT (2 slam); Slam +7 D 13 (2d8+4); ST Berserk, Aversion of Fire, Immutable Form, Lightning Absorption, Magic Resistance, Magic Weapons; SD darkvision 60", passive Perception 10, immunity (lightning, poison; bludgeoning, piercing,

and slashing from nonmagical weapons that aren't adamantine), condition immunity (charmed, exhaustion, frightened, paralyzed, petrified, poisoned); SZ M; AL N; 1,800 XP

Flying Snake (CR 1/8): AC 14; 5 hp; MV 30", fly 60", swim 30"; StDxCn -3/+4/+0; InWsCh -4/+1/-3; #AT (1); Bite +6 D 1, 7 (3d4) poison; ST Flyby; SD blindsight 10", passive Perception 11; SZ T; AL U; 25 XP

Flying Sword (CR 1/4): AC 17; 17 hp; MV 0", fly 50" It can hover.; StDxCn +1/+2/+0; InWsCh -5/-3/-5; #AT (1); Longsword +3 D 5 (1d8+1); ST Antimagic Susceptibility, False Appearance; SD blindsight 60" (blind beyond this radius), passive Perception 7, immunity (poison, psychic), condition immunity (blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned); SZ S; AL U; 50 XP

Frog (CR 0): AC 11; 1 hp; MV 20", swim 20"; StDxCn -5/+1/-1; InWsCh -5/-1/-4; #AT (1); ST Amphibious, Standing Leap; SD darkvision 30", passive Perception 11; SZ T; AL U; 0 XP

Frost Giant (CR 8): AC 15; 138 hp; MV 40"; StDxCn +6/-1/+5; InWsCh -1/+0/+1; #AT (2 greataxe); Greataxe +9 D 25 (3d12+6); Rock +9 D 28 (4d10+6); SD passive Perception 13, immunity (cold); SZ H; AL NE; 3,900 XP

Gargoyle (CR 2): AC 15; 52 hp; MV 30", fly 60"; StDxCn +2/+0/+3; InWsCh -2/+0/-2; #AT (2: 1 bite, 1 claws.); Bite +4 D 5 (1d6+2); Claws +4 D 5 (1d6+2); ST False Appearance; SD darkvision 60", passive Perception 10, resistance (bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine), immunity (poison), condition immunity (exhaustion, petrified, poisoned); SZ M; AL CE; 450 XP

Gelatinous Cube (CR 2): AC 6; 84 hp; MV 15"; StDxCn +2/-4/+5; InWsCh -5/-2/-5; #AT (1); Pseudopod +4 D 10 (3d6) acid; Engulf The cube moves up to its speed. While doing so, it can enter Large or smaller

creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6), DC 12 Dexterity saving throw or restrained; ST Ooze Cube, Transparent; SD blindsight 60" (blind beyond this radius), passive Perception 8, condition immunity (blinded, charmed, deafened, exhaustion, frightened, prone); SZ L; AL U; 450 XP

Ghast (CR 2): AC 13; 36 hp; MV 30"; StDxCn +3/+3/+0; InWsCh +0/+0/-1; #AT (1); Bite +3 D 12 (2d8+3); Claws +5 D 10 (2d6+3), DC 10 Constitution saving throw or paralyzed; ST Stench, Turn Defiance; SD darkvision 60", passive Perception 10, immunity (necrotic), condition immunity (poisoned); SZ M; AL CE; 450 XP

Ghost (CR 4): AC 11; 45 hp; MV 0", fly 40" It can hover.; StDxCn -2/+1/+0; InWsCh +0/+1/+3; #AT (1); Withering Touch +5 D 17 (4d6+3) necrotic; Etherealness; Horrifying Visage, DC 13 Wisdom saving throw or frightened; Possession (Recharge 6), DC 13 Charisma saving throw or charmed, frightened, incapacitated; ST Ethereal Sight, Incorporeal Movement; SD darkvision 60", passive Perception 11, resistance (acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (cold, necrotic, poison), condition immunity (charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained); SZ M; AL any alignment; 1,100 XP

Ghoul (CR 1): AC 12; 22 hp; MV 30"; StDxCn +1/+2/+0; InWsCh -2/+0/-2; #AT (1); Bite +2 D 9 (2d6+2); Claws +4 D 7 (2d4+2), DC 10 Constitution saving throw or paralyzed; SD darkvision 60", passive Perception 10, condition immunity (poisoned); SZ M; AL CE; 200 XP

Giant Ape (CR 7): AC 12; 157 hp; MV 40", climb 40"; StDxCn +6/+2/+4; InWsCh -2/+1/-2; #AT (2 fist); Fist +9 D 22 (3d10+6); Rock +9 D 30 (7d6+6); SD passive Perception 14; SZ H; AL U; 2,900 XP

Giant Badger (CR 1/4): AC 10; 13 hp; MV 30", burrow 10"; StDxCn +1/+0/+2; InWsCh -4/+1/-3; #AT (2: 1 bite, 1 claws.); Bite +3 D 4 (1d6+1); Claws +3 D 6 (2d4+1); ST Keen Smell; SD darkvision 30", passive Perception 11; SZ M; AL U; 50 XP

Giant Bat (CR 1/4): AC 13; 22 hp; MV 10", fly 60"; StDxCn +2/+3/+0; InWsCh -4/+1/-2; #AT (1); Bite +4 D 5 (1d6+2); ST Echolocation, Keen Hearing; SD blindsight 60", passive Perception 11; SZ L; AL U; 50 XP

Giant Boar (CR 2): AC 12; 42 hp; MV 40"; StDxCn +3/+0/+3; InWsCh -4/-2/-3; #AT (1); Tusk +5 D 10 (2d6+3); ST Charge, Relentless (Recharges after a Short or Long Rest); SD passive Perception 8; SZ L; AL U; 450 XP

Giant Centipede (CR 1/4): AC 13; 4 hp; MV 30", climb 30"; StDxCn -3/+2/+1; InWsCh -5/-2/-4; #AT (1); Bite Bite. +4 D 4 (1d4+2), DC 11 Constitution saving throw or paralyzed, poisoned; SD blindsight 30", passive Perception 8; SZ S; AL U; 50 XP

Giant Constrictor Snake (CR 2): AC 12; 60 hp; MV 30", swim 30"; StDxCn +4/+2/+1; InWsCh -5/+0/-4; #AT (1); Bite +6 D 11 (2d6+4); Constrict +6 D 13 (2d8+4); or grappled, restrained; SD blindsight 10", passive Perception 12; SZ H; AL U; 450 XP

Giant Crab (CR 1/8): AC 15; 13 hp; MV 30", swim 30"; StDxCn +1/+2/+0; InWsCh -5/-1/-4; #AT (1); Claw +3 D 4 (1d6+1); or grappled; ST Amphibious; SD blindsight 30", passive Perception 9; SZ M; AL U; 25 XP

Giant Crocodile (CR 5): AC 14; 85 hp; MV 30", swim 50"; StDxCn +5/-1/+3; InWsCh -4/+0/-2; #AT (2: 1 bite, 1 tail.); Bite +8 D 21 (3d10+5); or grappled, restrained; Tail +8 D 14 (2d8+5), DC 16 Strength

saving throw or grappled, prone; ST Hold Breath; SD passive Perception 10; SZ H; AL U; 1,800 XP

Giant Eagle (CR 1): AC 13; 26 hp; MV 10", fly 80"; StDxCn +3/+3/+1; InWsCh -1/+2/+0; #AT (2: 1 beak, 1 talons.); Beak +5 D 6 (1d6+3); Talons +5 D 10 (2d6+3); ST Keen Sight; SD passive Perception 14; SZ L; AL NG; 200 XP

Giant Elk (CR 2): AC 15; 42 hp; MV 60"; StDxCn +4/+3/+2; InWsCh -2/+2/+0; #AT (1); Ram +6 D 11 (2d6+4); Hooves +6 D 22 (4d8+4); ST Charge; SD passive Perception 14; SZ H; AL U; 450 XP

Giant Fire Beetle (CR 0): AC 13; 4 hp; MV 30"; StDxCn -1/+0/+1; InWsCh -5/-2/-4; #AT (1); Bite +1 D 2 (1d6 - 1); ST Illumination; SD blindsight 30", passive Perception 8; SZ S; AL U; 0 XP

Giant Frog (CR 1/4): AC 11; 18 hp; MV 30", swim 30"; StDxCn +1/+1/+0; InWsCh -4/+0/-4; #AT (1); Bite +3 D 4 (1d6+1); or grappled, restrained; Swallow The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4); or blinded, prone, restrained; ST Amphibious, Standing Leap; SD darkvision 30", passive Perception 12; SZ M; AL U; 50 XP

Giant Goat (CR 1/2): AC 11; 19 hp; MV 40"; StDxCn +3/+0/+1; InWsCh -4/+1/-2; #AT (1); Ram +5 D 8 (2d4+3); ST Charge, Sure-Footed; SD passive Perception 11; SZ L; AL U; 100 XP

Giant Hyena (CR 1): AC 12; 45 hp; MV 50"; StDxCn +3/+2/+2; InWsCh -4/+1/-2; #AT (1); Bite +5 D 10 (2d6+3); ST Rampage; SD passive Perception 13; SZ L; AL U; 200 XP

Giant Lizard (CR 1/4): AC 12; 19 hp; MV 30", climb 30"; StDxCn +2/+1/+1; InWsCh -4/+0/-3; #AT (1); Bite +4 D 6 (1d8+2); ST Variant: Hold Breath, Variant: Spider Climb; SD darkvision 30", passive Perception

10; SZ L; AL U; 50 XP

Giant Octopus (CR 1): AC 11; 52 hp; MV 10", swim 60"; StDxCn +3/+1/+1; InWsCh -3/+0/-3; #AT (1); Tentacles +5 D 10 (2d6+3); or grappled, restrained; Ink Cloud (Recharges after a Short or Long Rest); ST Hold Breath, Underwater Camouflage, Water Breathing; SD darkvision 60", passive Perception 14; SZ L; AL U; 200 XP

Giant Owl (CR 1/4): AC 12; 19 hp; MV 5", fly 60"; StDxCn +1/+2/+1; InWsCh -1/+1/+0; #AT (1); Talons +3 D 8 (2d6+1); ST Flyby, Keen Hearing and Sight; SD darkvision 120", passive Perception 15; SZ L; AL N; 50 XP

Giant Poisonous Snake (CR 1/4): AC 14; 11 hp; MV 30", swim 30"; StDxCn +0/+4/+1; InWsCh -4/+0/-4; #AT (1); Bite +6 D 6 (1d4+4), DC 11 Constitution saving throw; SD blindsight 10", passive Perception 12; SZ M; AL U; 50 XP

Giant Rat (CR 1/8): AC 12; 7 hp; MV 30"; StDxCn -2/+2/+0; InWsCh -4/+0/-3; #AT (1); Bite +4 D 4 (1d4+2); ST Keen Smell, Pack Tactics; SD darkvision 60", passive Perception 10; SZ S; AL U; 25 XP

Giant Rat (Diseased) (CR 1/8): AC 12; 7 hp; MV 30"; StDxCn -2/+2/+0; InWsCh -4/+0/-3; #AT (1); Bite +4 D 3 (1d4+2), DC 10 Constitution saving throw; SD darkvision 60", passive Perception 10; SZ S; AL U; 25 XP

Giant Scorpion (CR 3): AC 15; 52 hp; MV 40"; StDxCn +2/+1/+2; InWsCh -5/-1/-4; #AT (3: 2 claws, 1 sting.); Claw +4 D 6 (1d8+2); or grappled; Sting +4 D 7 (1d10+2), DC 12 Constitution saving throw; SD blindsight 60", passive Perception 9; SZ L; AL U; 700 XP

Giant Sea Horse (CR 1/2): AC 13; 16 hp; MV 0", swim 40"; StDxCn +1/+2/+0; InWsCh -4/+1/-3; #AT (1); Ram +3 D 4 (1d6+1); ST Charge, Water Breathing; SD passive Perception 11; SZ L; AL U; 100 XP

Giant Shark (CR 5): AC 13; 126 hp; MV swim 50"; StDxCn +6/+0/+5; InWsCh -5/+0/-3; #AT (1); Bite Weapon Attack: +9 D 22 (3d10+6); ST Blood Frenzy, Water Breathing; SD blindsight 60", passive Perception 13; SZ H; AL U; 1,800 XP

Giant Spider (CR 1): AC 14; 26 hp; MV 30", climb 30"; StDxCn +2/+3/+1; InWsCh -4/+0/-3; #AT (1); Bite +5 D 7 (1d8+3), DC 11 Constitution saving throw or paralyzed, poisoned; Web (Recharge 5-6); or restrained; ST Spider Climb, Web Sense, Web Walker; SD blindsight 10", darkvision 60", passive Perception 10; SZ L; AL U; 200 XP

Giant Toad (CR 1): AC 11; 39 hp; MV 20", swim 40"; StDxCn +2/+1/+1; InWsCh -4/+0/-4; #AT (1); Bite +4 D 7 (1d10+2); or grappled, restrained; Swallow The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6); or blinded, prone, restrained; ST Amphibious, Standing Leap; SD darkvision 30", passive Perception 10; SZ L; AL U; 200 XP

Giant Vulture (CR 1): AC 10; 22 hp; MV 10", fly 60"; StDxCn +2/+0/+2; InWsCh -2/+1/-2; #AT (2: 1 beak, 1 talons.); Beak +4 D 7 (2d4+2); Talons +4 D 9 (2d6+2); ST Keen Sight and Smell, Pack Tactics; SD passive Perception 13; SZ L; AL NE; 200 XP

Giant Wasp (CR 1/2): AC 12; 13 hp; MV 10", fly 50", swim 50"; StDxCn +0/+2/+0; InWsCh -5/+0/-4; #AT (1); Sting Sting. +4 D 5 (1d6+2), DC 11 Constitution saving throw or paralyzed, poisoned; SD passive Perception 10; SZ M; AL U; 100 XP

Giant Weasel (CR 1/8): AC 13; 9 hp; MV 40"; StDxCn +0/+3/+0; InWsCh -3/+1/-3; #AT (1); Bite Weapon Attack: +5 D 5 (1d4+3); ST Keen Hearing and Smell; SD darkvision 60", passive Perception 13; SZ M; AL U; 25 XP

Giant Wolf Spider (CR 1/4): AC 13; 11 hp; MV 40", climb 40"; StDxCn +1/+3/+1; InWsCh -4/+1/-3; #AT (1); Bite Weapon Attack: +3 D 4 (1d6+1), DC 11 Constitution saving throw or paralyzed, poisoned; ST Spider Climb, Web Sense, Web Walker; SD blindsight 10", darkvision 60", passive Perception 13; SZ M; AL U; 50 XP

Gibbering Moulder (CR 2): AC 9; 67 hp; MV 10", swim 10"; StDxCn +0/-1/+3; InWsCh -4/+0/-2; #AT (1 bite attack and, if it can, uses its Blinding Spittle.); Bites +2 D 17 (5d6), DC 10 Strength saving throw or prone; Blinding Spittle (Recharge 5-6), DC 13 Dexterity saving throw or blinded; ST Aberrant Ground, Gibbering; SD darkvision 60", passive Perception 10, condition immunity (prone); SZ M; AL N; 450 XP

Glabrezu (CR 9): AC 17; 157 hp; MV 40"; StDxCn +5/+2/+5; InWsCh +4/+3/+3; #AT (4: 2 pincers, 2 fists. Alternatively, it makes 2 attacks pincers, casts 1 spell.); Pincer +9 D 16 (2d10+5); or grappled; Fist +9 D 7 (2d4+2); Variant: Summon Demon (1/Day); ST Innate Spellcasting, Magic Resistance; SD truesight 120", passive Perception 13, resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ L; AL CE; 5,000 XP

Gladiator (CR 5): AC 16; 112 hp; MV 30"; StDxCn +4/+2/+3; InWsCh +0/+1/+2; #AT (3 melee attacks or 2 ranged); Spear +7 D 11 (2d6+4); Shield Bash +7 D 9 (2d4+4), DC 15 Strength saving throw or prone; ST Brave, Brute; SD passive Perception 11; SZ M; AL any alignment; 1,800 XP

Gnoll (CR 1/2): AC 15; 22 hp; MV 30"; StDxCn +2/+1/+0; InWsCh -2/+0/-2; #AT (1); Bite +4 D 4 (1d4+2); Spear +4 D 5 (1d6+2); Longbow +3 D 5 (1d8+1); ST Rampage; SD darkvision 60", passive Perception 10; SZ M; AL CE; 100 XP

Goat (CR 0): AC 10; 4 hp; MV 40"; StDxCn +1/+0/+0; InWsCh -4/+0/-3; #AT (1); Ram +3 D 3 (1d4+1); ST Charge, Sure-Footed; SD passive Perception 10; SZ

M; AL U; 0 XP

Goblin (CR 1/4): AC 15; 7 hp; MV 30"; StDxCn -1/+2/+0; InWsCh +0/-1/-1; #AT (1); Scimitar +4 D 5 (1d6+2); Shortbow +4 D 5 (1d6+2); ST Nimble Escape; SD darkvision 60", passive Perception 9; SZ S; AL NE; 50 XP

Gold Dragon Wyrmling (CR 3): AC 17; 60 hp; MV 30", fly 60", swim 30"; StDxCn +4/+2/+3; InWsCh +2/+0/+3; #AT (1); Bite +6 D 9 (1d10+4); Breath Weapons (Recharge 5-6), DC 13 Dexterity saving throw D 22 (4d10); ST Amphibious; SD blindsight 10", darkvision 60", passive Perception 14, immunity (fire); SZ M; AL LG; 700 XP

Gorgon (CR 5): AC 19; 114 hp; MV 40"; StDxCn +5/+0/+4; InWsCh -4/+1/-2; #AT (1); Gore +8 D 18 (2d12+5); Hooves +8 D 16 (2d10+5); Petrifying Breath (Recharge 5-6), DC 13 Constitution saving throw or petrified, restrained; ST Trampling Charge; SD darkvision 60", passive Perception 14, immunity (petrified); SZ L; AL U; 1,800 XP

Gray Ooze (CR 1/2): AC 8; 22 hp; MV 10", climb 10"; StDxCn +1/-2/+3; InWsCh -5/-2/-4; #AT (1); Pseudopod +3 D 4 (1d6+1); ST Amorphous, Corrode Metal, False Appearance; SD blindsight 60" (blind beyond this radius), passive Perception 8, resistance (acid, cold, fire), condition immunity (blinded, charmed, deafened, exhaustion, frightened, prone); SZ M; AL U; 100 XP

Green Dragon Wyrmling (CR 2): AC 17; 38 hp; MV 30", fly 60", swim 30"; StDxCn +2/+1/+1; InWsCh +2/+0/+1; #AT (1); Bite +4 D 7 (1d10+2), 3 (1d6) poison; Poison Breath (Recharge 5-6), DC 11 Constitution saving throw D 21 (6d6); ST Amphibious; SD blindsight 10", darkvision 60", passive Perception 14, immunity (poison), condition immunity (poisoned); SZ M; AL LE; 450 XP

Green Hag (CR 3): AC 17; 82 hp; MV 30"; StDxCn +4/+1/+3; InWsCh +1/+2/+2; #AT (1); Claws +6 D 13 (2d8+4); Illusory Appearance The hag covers herself

and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation); Invisible Passage The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell); ST Amphibious, Innate Spellcasting, Mimicry, Hag Coven, Shared Spellcasting (Coven Only), Hag Eye (Coven Only); SD darkvision 60", passive Perception 14; SZ M; AL NE; 700 XP

Grick (CR 2): AC 14; 27 hp; MV 30", climb 30"; StDxCn +2/+2/+0; InWsCh -4/+2/-3; #AT (1 attack tentacles. If that attack hits, the grick can make 1 beak attack against the same target.); Tentacles +4 D 9 (2d6+2); Beak +4 D 5 (1d6+2); ST Stone Camouflage; SD darkvision 60", passive Perception 12, resistance (bludgeoning, piercing, and slashing damage from nonmagical weapons); SZ M; AL N; 450 XP

Griffon (CR 2): AC 12; 59 hp; MV 30", fly 80"; StDxCn +4/+2/+3; InWsCh -4/+1/-1; #AT (2: 1 beak, 1 claws.); Beak +6 D 8 (1d8+4); Claws +6 D 11 (2d6+4); ST Keen Sight; SD darkvision 60", passive Perception 15; SZ L; AL U; 450 XP

Grimlock (CR 1/4): AC 11; 11 hp; MV 30"; StDxCn +3/+1/+1; InWsCh -1/-1/-2; #AT (1); Spiked Bone Club +5 D 5 (1d4+3), 2 (1d4); ST Blind Senses, Keen Hearing and Smell, Stone Camouflage; SD blindsight 30" or 10" while deafened (blind beyond this radius), passive Perception 13, immunity (blinded); SZ M; AL NE; 50 XP

Guard (CR 1/8): AC 16; 11 hp; MV 30"; StDxCn +1/+1/+1; InWsCh +0/+0/+0; #AT (1); Spear +3 D 4 (1d6+1); SD passive Perception 12; SZ M; AL any

alignment; 25 XP

Guardian Naga (CR 10): AC 18; 127 hp; MV 40"; StDxCn +4/+4/+3; InWsCh +3/+4/+4; #AT (1); Bite +8 D 8 (1d8+4), DC 15 Constitution saving throw; Spit Poison +8 D The target must make a DC 15 Constitution saving throw, taking 45 (10d8), DC 15 Constitution saving throw; ST Rejuvenation, Spellcasting; SD darkvision 60", passive Perception 14, immunity (poison), condition immunity (charmed, poisoned); SZ L; AL LG; 5,900 XP

Gynosphinx (CR 11): AC 17; 136 hp; MV 40", fly 60"; StDxCn +4/+2/+3; InWsCh +4/+4/+4; #AT (2 claw); Claw +9 D 13 (2d8+4); Legendary actions (Claw Attack, Teleport (Costs 2 Actions), Cast a Spell (Costs 3 Actions)); ST Inscrutable, Magic Weapons, Spellcasting; SD truesight 120", passive Perception 18, resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (psychic), condition immunity (charmed, frightened); SZ L; AL LN; 7,200 XP

Half-Red Dragon Veteran (CR 5): AC 18; 65 hp; MV 30"; StDxCn +3/+1/+2; InWsCh +0/+0/+0; #AT (2 longsword If it has a shortsword drawn, it can also make a shortsword attack.); Longsword Weapon Attack: +5 D 7 (1d8+3); Shortsword +5 D 6 (1d6+3); Heavy Crossbow +3 D 6 (1d10+1); Fire Breath (Recharge 5-6), DC 15 Dexterity saving throw D 24 (7d6); SD blindsight 10", darkvision 60", passive Perception 12, resistance (fire); SZ M; AL any alignment; 1,800 XP

Harpy (CR 1): AC 11; 38 hp; MV 20", fly 40"; StDxCn +1/+1/+1; InWsCh -2/+0/+1; #AT (2: 1 claws, 1 club.); Claws +3 D 6 (2d4+1); Club +3 D 3 (1d4+1); Luring Song, DC 11 Wisdom saving throw or charmed, incapacitated; SD passive Perception 10; SZ M; AL CE; 200 XP

Hawk (CR 0): AC 13; 1 hp; MV 10", fly 60"; StDxCn -3/+3/-1; InWsCh -4/+2/-2; #AT (1); Talons +5 D 1; ST Keen Sight; SD passive Perception 14; SZ T; AL U; 0 XP

Hell Hound (CR 3): AC 15; 45 hp; MV 50"; StDxCn +3/+1/+2; InWsCh -2/+1/-2; #AT (1); Bite +5 D 7 (1d8+3), 7 (2d6) fire; Fire Breath (Recharge 5-6), DC 12 Dexterity saving throw D 21 (6d6); ST Keen Hearing and Smell, Pack Tactics; SD darkvision 60", passive Perception 15, immunity (fire); SZ M; AL LE; 700 XP

Hezrou (CR 8): AC 16; 136 hp; MV 30"; StDxCn +4/+3/+5; InWsCh -3/+1/+1; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4); Claws +7 D 11 (2d6+4); Variant: Summon Demon (1/Day); ST Magic Resistance, Stench; SD darkvision 120", passive Perception 11, resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ L; AL CE; 3,900 XP

Hill Giant (CR 5): AC 13; 105 hp; MV 40"; StDxCn +5/-1/+4; InWsCh -3/-1/-2; #AT (2 greatclub); Greatclub +8 D 18 (3d8+5); Rock +8 D 21 (3d10+5); SD passive Perception 12; SZ H; AL CE; 1,800 XP

Hippogriff (CR 1): AC 11; 19 hp; MV 40 ft, fly 60"; StDxCn +3/+1/+1; InWsCh -4/+1/-1; #AT (2: 1 beak, 1 claws.); Beak +5 D 8 (1d10+3); Claws +5 D 10 (2d6+3); ST Keen Sight; SD passive Perception 15; SZ L; AL U; 200 XP

Hobgoblin (CR 1/2): AC 18; 11 hp; MV 30"; StDxCn +1/+1/+1; InWsCh +0/+0/-1; #AT (1); Longsword +3 D 5 (1d8+1), or 6 (1d10+1) if used with two hands.; Longbow +3 D 5 (1d8+1); ST Martial Advantage; SD darkvision 60", passive Perception 10; SZ M; AL LE; 100 XP

Homunculus (CR 0): AC 13; 5 hp; MV 20", fly 40"; StDxCn -3/+2/+0; InWsCh +0/+0/-2; #AT (1); Bite +4 D 1, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10), DC 10 Constitution saving throw or poisoned; ST Telepathic Bond; SD darkvision 60", passive Perception 10, immunity (poison), condition immunity (charmed,

poisoned); SZ T; AL N; 0 XP

Horned Devil (CR 11): AC 18; 148 hp; MV 20", fly 60"; StDxCn +6/+3/+5; InWsCh +1/+3/+3; #AT (3 melee: 2 fork, 1 tail. It can use Hurl Flame in place of any melee attack.); Fork +10 D 15 (2d8+6); Tail +10 D 10 (1d8+6), DC 17 Constitution saving throw; Hurl Flame +7 D 14 (4d6); ST Devil's Sight, Magic Resistance; SD darkvision 120", passive Perception 13, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ L; AL LE; 7,200 XP

Hunter Shark (CR 2): AC 12; 45 hp; MV swim 40"; StDxCn +4/+1/+2; InWsCh -5/+0/-3; #AT (1); Bite +6 D 13 (2d8+4); ST Blood Frenzy, Water Breathing; SD darkvision 30", passive Perception 12; SZ L; AL U; 450 XP

Hydra (CR 8): AC 15; 172 hp; MV 30", swim 30"; StDxCn +5/+1/+5; InWsCh -4/+0/-2; #AT (as many bite attacks as it has heads.); Bite +8 D 10 (1d10+5); ST Hold Breath, Multiple Heads, Reactive Heads, Wakeful; SD darkvision 60", passive Perception 16; SZ H; AL U; 3,900 XP

Hyena (CR 0): AC 11; 5 hp; MV 50"; StDxCn +0/+1/+1; InWsCh -4/+1/-3; #AT (1); Bite Weapon Attack: +2 D 3 (1d6); ST Pack Tactics; SD passive Perception 13; SZ M; AL U; 0 XP

Ice Devil (CR 14): AC 18; 180 hp; MV 40"; StDxCn +5/+2/+4; InWsCh +4/+2/+4; #AT (3: 1 bite, 1 claws, 1 tail.); Bite +10 D 12 (2d6+5), 10 (3d6) cold; Claws +10 D 10 (2d4+5), 10 (3d6) cold; Tail Melee Weapon Attack: +10 D 12 (2d6+5), 10 (3d6) cold; Wall of Ice The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless

the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6), DC 17 Dexterity saving throw or incapacitated; ST Devil's Sight, Magic Resistance; SD blindsight 60", darkvision 120", passive Perception 12, resistance (bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ L; AL LE; 11,500 XP

Ice Mephit (CR 1/2): AC 11; 21 hp; MV 30", fly 30"; StDxCn -2/+1/+0; InWsCh -1/+0/+1; #AT (1); Claws +3 D 3 (1d4+1), 2 (1d4) cold; Frost Breath (Recharge 6), DC 10 Dexterity saving throw D 5 (2d4); Variant: Summon Mephits (1/Day); ST Death Burst, False Appearance, Innate Spellcasting (1/Day); SD darkvision 60", passive Perception 12, vulnerability (bludgeoning, fire), immunity (cold, poison), condition immunity (poisoned); SZ S; AL NE; 100 XP

Imp (CR 1): AC 13; 10 hp; MV 20", fly 40"; StDxCn -2/+3/+1; InWsCh +0/+1/+2; #AT (1); Sting (Bite in Beast Form), DC 11 Constitution saving throw D 5 (1d4+3); Invisibility The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell); ST Shapechanger, Devil's Sight, Magic Resistance, Variant: Familiar; SD darkvision 120", passive Perception 11, resistance (cold; bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons), immunity (fire, poison), condition immunity (poisoned); SZ T; AL LE; 200 XP

Invisible Stalker (CR 6): AC 14; 104 hp; MV 50", fly 50" (hover); StDxCn +3/+4/+2; InWsCh +0/+2/+0; #AT (2 slam); Slam +6 D 10 (2d6+3); ST Invisibility, Faultless Tracker; SD darkvision 60", passive Perception 18, resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious); SZ M; AL N; 2,300 XP

Iron Golem (CR 16): AC 20; 210 hp; MV 30"; StDxCn +7/-1/+5; InWsCh -4/+0/-5; #AT (2 melee); Slam +13 D 20 (3d8+7); Sword +13 D 23 (3d10+7); Poison

Breath (Recharge 5-6), DC 19 Constitution saving throw D 45 (10d8); ST Fire Absorption, Immutable Form, Magic Resistance, Magic Weapons; SD darkvision 120", passive Perception 10, immunity (fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite), condition immunity (charmed, exhaustion, frightened, paralyzed, petrified, poisoned); SZ L; AL U; 15,000 XP

Jackal (CR 0): AC 12; 3 hp; MV 40"; StDxCn -1/+2/+0; InWsCh -4/+1/-2; #AT (1); Bite +1 D 1 (1d4 — 1); ST Keen Hearing and Smell, Pack Tactics; SD passive Perception 13; SZ S; AL U; 0 XP

Killer Whale (CR 3): AC 12; 90 hp; MV swim 60"; StDxCn +4/+0/+1; InWsCh -4/+1/-2; #AT (1); Bite +6 D 21 (5d6+4); ST Echolocation, Hold Breath, Keen Hearing; SD blindsight 120", passive Perception 13; SZ H; AL U; 700 XP

Knight (CR 3): AC 18; 52 hp; MV 30"; StDxCn +3/+0/+2; InWsCh +0/+0/+2; #AT (2 melee); Greatsword +5 D 10 (2d6+3); Heavy Crossbow +2 D 5 (1d10); Leadership (Recharges after a Short or Long Rest); or incapacitated; ST Brave; SD passive Perception 10; SZ M; AL any alignment; 700 XP

Kobold (CR 1/8): AC 12; 5 hp; MV 30"; StDxCn -2/+2/-1; InWsCh -1/-2/-1; #AT (1); Dagger +4 D 4 (1d4+2); Sling +4 D 4 (1d4+2); ST Sunlight Sensitivity, Pack Tactics; SD darkvision 60", passive Perception 8; SZ S; AL LE; 25 XP

Kraken (CR 23): AC 18; 472 hp; MV 20", swim 60"; StDxCn +10/+0/+7; InWsCh +6/+4/+5; #AT (3 tentacle attacks, each of which it can replace with 1 use of Fling.); Bite +7 D 23 (3d8+10), DC 25 Constitution saving throw or blinded, grappled, prone, restrained; Tentacle +7 D 20 (3d6+10); or grappled, restrained; Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6); or grappled, prone; Lightning Storm The kraken magically creates three

bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10), DC 23 Dexterity saving throw; Legendary actions (Tentacle Attack or Fling, Lightning Storm (Costs 2 Actions), Ink Cloud (Costs 3 Actions)); ST Amphibious, Freedom of Movement, Siege Monster; SD truesight 120", passive Perception 14, immunity (lightning; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (frightened, paralyzed); SZ G; AL CE; 50,000 XP

Lamia (CR 4): AC 13; 97 hp; MV 30"; StDxCn +3/+1/+2; InWsCh +2/+2/+3; #AT (2: 1 claws, 1 dagger or Intoxicating Touch.); Claws +5 D 14 (2d10+3); Dagger +5 D 5 (1d4+3); Intoxicating Touch; or cursed; ST Innate Spellcasting; SD darkvision 60", passive Perception 12; SZ L; AL CE; 1,100 XP

Lemure (CR 0): AC 7; 13 hp; MV 15"; StDxCn +0/-3/+0; InWsCh -5/+0/-4; #AT (1); Fist +3 D 2 (1d4); ST Devil's Sight, Hellish Rejuvenation; SD darkvision 120", passive Perception 10, resistance (cold), immunity (fire, poison), condition immunity (charmed, frightened, poisoned); SZ M; AL LE; 0 XP

Lich (CR 21): AC 17; 135 hp; MV 30"; StDxCn +0/+3/+3; InWsCh +5/+2/+3; #AT (1); Paralyzing Touch +12 D 10 (3d6), DC 18 Constitution saving throw or paralyzed; Legendary actions (Cantrip, Paralyzing Touch (Costs 2 Actions), Frightening Gaze (Costs 2 Actions), Disrupt Life (Costs 3 Actions)); ST Legendary Resistance (3/Day), Rejuvenation, Spellcasting, Turn Resistance; SD truesight 120", passive Perception 19, resistance (cold, lightning, necrotic), immunity (poison; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, exhaustion, frightened, paralyzed, poisoned); SZ M; AL any E alignment; 33,000 XP

Lion (CR 1): AC 12; 26 hp; MV 50"; StDxCn +3/+2/+1; InWsCh -4/+1/-1; #AT (1); Bite +5 D 7 (1d8+3); Claw +5 D 6 (1d6+3); ST Keen Smell, Pack Tactics, Pounce, Running Leap; SD passive Perception 13; SZ L; AL U;

200 XP

Lizard (CR 0): AC 10; 2 hp; MV 20", climb 20"; StDxCn -4/+0/+0; InWsCh -5/-1/-4; #AT (1); Bite +0 D 1; SD darkvision 30", passive Perception 9; SZ T; AL U; 0 XP

Lizardfolk (CR 1/2): AC 15; 22 hp; MV 30", swim 30"; StDxCn +2/+0/+1; InWsCh -2/+1/-2; #AT (2 melee attacks, each 1 with a different weapon.); Bite +4 D 5 (1d6+2); Heavy Club +4 D 5 (1d6+2); Javelin +4 D 5 (1d6+2); Spiked Shield +4 D 5 (1d6+2); ST Hold Breath; SD passive Perception 13; SZ M; AL N; 100 XP

Mage (CR 6): AC 12; 40 hp; MV 30"; StDxCn -1/+2/+0; InWsCh +3/+1/+0; #AT (1); Dagger +5 D 4 (1d4+2); ST Spellcasting; SD passive Perception 11; SZ M; AL any alignment; 2,300 XP

Magma Mephit (CR 1/2): AC 11; 22 hp; MV 30", fly 30"; StDxCn -1/+1/+1; InWsCh -2/+0/+0; #AT (1); Claws +3 D 3 (1d4+1), 2 (1d4) fire; Fire Breath (Recharge 6), DC 11 Dexterity saving throw D 7 (2d6); Variant: Summon Mephits (1/Day); ST Death Burst, False Appearance, Innate Spellcasting (1/Day); SD darkvision 60", passive Perception 10, vulnerability (cold), immunity (fire, poison), condition immunity (poisoned); SZ S; AL NE; 100 XP

Magmin (CR 1/2): AC 14; 9 hp; MV 30"; StDxCn -2/+2/+1; InWsCh -1/+0/+0; #AT (1); Touch +4 D 7 (2d6); ST Death Burst, Ignited Illumination; SD darkvision 60", passive Perception 10, resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (fire); SZ S; AL CN; 100 XP

Mammoth (CR 6): AC 13; 126 hp; MV 40"; StDxCn +7/-1/+5; InWsCh -4/+0/-2; #AT (1); Gore +10 D 25 (4d8+7); Stomp +10 D 29 (4d10+7); ST Trampling Charge; SD passive Perception 10; SZ H; AL U; 2,300 XP

Manticore (CR 3): AC 14; 68 hp; MV 30", fly 50"; StDxCn +3/+3/+3; InWsCh -2/+1/-1; #AT (3: 1 bite, 2 claws or 3 tail spikes.); Bite +5 D 7 (1d8+3); Claw +5

D 6 (1d6+3); Tail Spike +5 D 7 (1d8+3); ST Tail Spike Regrowth; SD darkvision 60", passive Perception 11; SZ L; AL LE; 700 XP

Marilith (CR 16): AC 18; 189 hp; MV 40"; StDxCn +4/+5/+5; InWsCh +4/+3/+5; #AT (arilith can make seven: 6 longswords, 1 tail.); Longsword +9 D 13 (2d8+4); Tail +9 D 15 (2d10+4); or grappled, restrained; Teleport; Variant: Summon Demon (1/Day); ST Magic Resistance, Magic Weapons, Reactive; SD truesight 120", passive Perception 13, resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ L; AL CE; 15,000 XP

Mastiff (CR 1/8): AC 12; 5 hp; MV 40"; StDxCn +1/+2/+1; InWsCh -4/+1/-2; #AT (1); Bite +3 D 4 (1d6+1), DC 11 Strength saving throw or prone; ST Keen Hearing and Smell; SD passive Perception 13; SZ M; AL U; 25 XP

Medusa (CR 6): AC 15; 127 hp; MV 30"; StDxCn +0/+2/+3; InWsCh +1/+1/+2; #AT (either 3 melee attacks — 1 snake hair, 2 shortsword — or 2 ranged attacks longbow.); Snake Hair +5 D 4 (1d4+2), 14 (4d6) poison; Shortsword +5 D 5 (1d6+2); Longbow +5 D 6 (1d8+2), 7 (2d6) poison; ST Petrifying Gaze; SD darkvision 60", passive Perception 14; SZ M; AL LE; 2,300 XP

Merfolk (CR 1/8): AC 11; 11 hp; MV 10", swim 40"; StDxCn +0/+1/+1; InWsCh +0/+0/+1; #AT (1); Spear +2 D 3 (1d6); ST Amphibious; SD passive Perception 12; SZ M; AL N; 25 XP

Merrow (CR 2): AC 13; 45 hp; MV 10", swim 40"; StDxCn +4/+0/+2; InWsCh -1/+0/-1; #AT (2: 1 bite, 1 claws or harpoon.); Bite +6 D 8 (1d8+4); Claws +6 D 9 (2d4+4); Harpoon +6 D 11 (2d6+4); ST Amphibious; SD darkvision 60", passive Perception 10; SZ L; AL CE; 450 XP

Mimic (CR 2): AC 12; 58 hp; MV 15"; StDxCn +3/+1/+2; InWsCh -3/+1/-1; #AT (1); Pseudopod +5 D

7 (1d8+3); Bite +5 D 7 (1d8+3), 4 (1d8) acid; ST Shapechanger, Adhesive (Object Form Only), False Appearance (Object Form Only), Grappler; SD darkvision 60", passive Perception 11, immunity (acid), condition immunity (prone); SZ M; AL N; 450 XP

Minotaur (CR 3): AC 14; 76 hp; MV 40"; StDxCn +4/+0/+3; InWsCh -2/+3/-1; #AT (1); Greataxe +6 D 17 (2d12+4); Gore +6 D 13 (2d8+4); ST Charge, Labyrinthine Recall, Reckless; SD darkvision 60", passive Perception 17; SZ L; AL CE; 700 XP

Minotaur Skeleton (CR 2): AC 12; 67 hp; MV 40"; StDxCn +4/+0/+2; InWsCh -2/-1/-3; #AT (1); Greataxe +6 D 17 (2d12+4); Gore +6 D 13 (2d8+4); ST Charge; SD darkvision 60", passive Perception 9, vulnerability (bludgeoning), immunity (poison), condition immunity (exhaustion, poisoned); SZ L; AL LE; 450 XP

Mule (CR 1/8): AC 10; 11 hp; MV 40"; StDxCn +2/+0/+1; InWsCh -4/+0/-3; #AT (1); Hooves +2 D 4 (1d4+2); ST Beast of Burden, Sure-Footed; SD passive Perception 10; SZ M; AL U; 25 XP

Mummy (CR 3): AC 11; 58 hp; MV 20"; StDxCn +3/-1/+2; InWsCh -2/+0/+1; #AT (1 attack rotting fist.); Rotting Fist +5 D 10 (2d6+3), DC 12 Constitution saving throw or cursed; Dreadful Glare The mummy targets one creature it can see within 60" of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords), DC 11 Wisdom saving throw or frightened, paralyzed; SD darkvision 60", passive Perception 10, vulnerability (fire), immunity (bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (necrotic, poisoned); SZ M; AL LE; 700 XP

Mummy Lord (CR 15): AC 17; 97 hp; MV 20"; StDxCn +4/+0/+3; InWsCh +0/+4/+3; #AT (1 attack rotting

fist.); Rotting Fist +9 D 14 (3d6+4), DC 16 Constitution saving throw or cursed; Dreadful Glare, DC 16 Wisdom saving throw or frightened, paralyzed; Legendary actions (Attack, Blinding Dust, Blasphemous Word (Costs 2 Actions), Channel Negative Energy (Costs 2 Actions), Whirlwind of Sand (Costs 2 Actions)); ST Magic Resistance, Rejuvenation, Spellcasting; SD darkvision 60", passive Perception 14, vulnerability (bludgeoning), immunity (necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, exhaustion, frightened, paralyzed, poisoned); SZ M; AL LE; 13,000 XP

Nalfeshnee (CR 13): AC 18; 184 hp; MV 20", fly 30"; StDxCn +5/+0/+6; InWsCh +4/+1/+2; #AT (3: 1 bite, 2 claws.); Bite +10 D 32 (5d10+5); Claw +10 D 15 (3d6+5); Horror Nimbus (Recharge 5-6), DC 15 Wisdom saving throw or frightened; Teleport; Variant: Summon Demon (1/Day); ST Magic Resistance; SD truesight 120", passive Perception 11, resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ L; AL CE; 10,000 XP

Night Hag (CR 5): AC 17; 112 hp; MV 30"; StDxCn +4/+2/+3; InWsCh +3/+2/+3; #AT (1); Claws (Hag Form Only) +7 D 13 (2d8+4); Change Shape; Etherealness; Nightmare Haunting (1/Day); D 5 (1d10); ST Innate Spellcasting, Magic Resistance, Night Hag Items, Hag Coven, Shared Spellcasting (Coven Only), Hag Eye (Coven Only); SD darkvision 120", passive Perception 16, resistance (cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), condition immunity (charmed); SZ M; AL NE; 1,800 XP

Nightmare (CR 3): AC 13; 68 hp; MV 60", fly 90"; StDxCn +4/+2/+3; InWsCh +0/+1/+2; #AT (1); Hooves +6 D 13 (2d8+4), 7 (2d6) fire; Ethereal Stride; ST Confer Fire Resistance, Illumination; SD passive Perception 11, immunity (fire); SZ L; AL NE; 700 XP

Noble (CR 1/8): AC 15; 9 hp; MV 30"; StDxCn +0/+1/+0; InWsCh +1/+2/+3; #AT (1); Rapier +3 D 5

(1d8+1); SD passive Perception 12; SZ M; AL any alignment; 25 XP

Ochre Jelly (CR 2): AC 8; 45 hp; MV 10", climb 10"; StDxCn +2/-2/+2; InWsCh -4/-2/-5; #AT (1); Pseudopod +4 D 9 (2d6+2), 3 (1d6) acid; ST Amorphous, Spider Climb; SD blindsight 60" (blind beyond this radius), passive Perception 8, resistance (acid), immunity (lightning, slashing), condition immunity (blinded, charmed, deafened, exhaustion, frightened, prone); SZ L; AL U; 450 XP

Octopus (CR 0): AC 12; 3 hp; MV 5", swim 30"; StDxCn -3/+2/+0; InWsCh -4/+0/-3; #AT (1); Tentacles +4 D 1, and the target is grappled (escape DC 10); or grappled; Ink Cloud (Recharges after a Short or Long Rest); ST Hold Breath, Underwater Camouflage, Water Breathing; SD darkvision 30", passive Perception 12; SZ S; AL U; 0 XP

Ogre (CR 2): AC 11; 59 hp; MV 40"; StDxCn +4/-1/+3; InWsCh -3/-2/-2; #AT (1); Greatclub +6 D 13 (2d8+4); Javelin +6 D 11 (2d6+4); SD darkvision 60", passive Perception 8; SZ L; AL CE; 450 XP

Ogre Zombie (CR 2): AC 8; 85 hp; MV 30"; StDxCn +4/-2/+4; InWsCh -4/-2/-3; #AT (1); Morningstar +6 D 13 (2d8+4); ST Undead Fortitude; SD darkvision 60", passive Perception 8, immunity (poison), condition immunity (poisoned); SZ L; AL NE; 450 XP

Oni (CR 7): AC 16; 110 hp; MV 30", fly 30"; StDxCn +4/+0/+3; InWsCh +2/+1/+2; #AT (2 attacks, either claws or its glaive.); Claw (Oni Form Only) +7 D 8 (1d8+4); Glaive +7 D 15 (2d10+4), or 9 (1d10+4) in Small or Medium form.; Change Shape; ST Innate Spellcasting, Magic Weapons, Regeneration; SD darkvision 60", passive Perception 14; SZ L; AL LE; 2,900 XP

Orc (CR 1/2): AC 13; 15 hp; MV 30"; StDxCn +3/+1/+3; InWsCh -2/+0/+0; #AT (1); Greataxe +5 D 9 (1d12+3); Javelin +5 D 6 (1d6+3); ST Aggressive; SD darkvision 60", passive Perception 10; SZ M; AL CE;

100 XP

Otyugh (CR 5): AC 14; 114 hp; MV 30"; StDxCn +3/+0/+4; InWsCh -2/+1/-2; #AT (3: 1 bite, 2 tentacles.); Bite +6 D 12 (2d8+3), DC 15 Constitution saving throw or poisoned; Tentacle +6 D 7 (1d8+3); or grappled, restrained; 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), DC 14 Constitution saving throw or grappled, stunned; ST Limited Telepathy; SD darkvision 120", passive Perception 11; SZ L; AL N; 1,800 XP

Owl (CR 0): AC 11; 1 hp; MV 5", fly 60"; StDxCn -4/+1/-1; InWsCh -4/+1/-2; #AT (1); Talons +3 D 1; ST Flyby, Keen Hearing and Sight; SD darkvision 120", passive Perception 13; SZ T; AL U; 0 XP

Owlbear (CR 3): AC 13; 59 hp; MV 40"; StDxCn +5/+1/+3; InWsCh -4/+1/-2; #AT (2: 1 beak, 1 claws.); Beak +7 D 10 (1d10+5); Claws +7 D 14 (2d8+5); ST Keen Sight and Smell; SD darkvision 60", passive Perception 13; SZ L; AL U; 700 XP

Panther (CR 1/4): AC 12; 13 hp; MV 50", climb 40"; StDxCn +2/+2/+0; InWsCh -4/+2/-2; #AT (1); Bite +4 D 5 (1d6+2); Claw +4 D 4 (1d4+2); ST Keen Smell, Pounce; SD passive Perception 14; SZ M; AL U; 50 XP

Pegasus (CR 2): AC 12; 59 hp; MV 60", fly 90"; StDxCn +4/+2/+3; InWsCh +0/+2/+1; #AT (1); Hooves +6 D 11 (2d6+4); SD passive Perception 16; SZ L; AL CG; 450 XP

Phase Spider (CR 3): AC 13; 32 hp; MV 30", climb 30"; StDxCn +2/+2/+1; InWsCh -2/+0/-2; #AT (1); Bite +4 D 7 (1d10+2), DC 11 Constitution saving throw or paralyzed, poisoned; ST Ethereal Jaunt, Spider Climb, Web Walker; SD darkvision 60", passive Perception 10; SZ L; AL U; 700 XP

Pit Fiend (CR 20): AC 19; 300 hp; MV 30", fly 60"; StDxCn +8/+2/+7; InWsCh +6/+4/+7; #AT (4: 1 bite, 1 claw, 1 mace, 1 tail.); Bite +14 D 22 (4d6+8), DC 21

Constitution saving throw or poisoned; Claw +14 D 17 (2d8+8); Mace +14 D 15 (2d6+8), 21 (6d6) fire; Tail +14 D 24 (3d10+8); ST Fear Aura, Magic Resistance, Magic Weapons, Innate Spellcasting; SD truesight 120", passive Perception 14, resistance (cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (fire, poison), condition immunity (poisoned); SZ L; AL LE; 25,000 XP

Planetar (CR 16): AC 19; 200 hp; MV 40", fly 120"; StDxCn +7/+5/+7; InWsCh +4/+6/+7; #AT (2 melee); Greatsword +12 D 21 (4d6+7), 22 (5d8) radiant; Healing Touch (4/Day); D 30 (6d8+3); ST Angelic Weapons, Divine Awareness, Innate Spellcasting, Magic Resistance; SD truesight 120", passive Perception 21, resistance (radiant; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, exhaustion, frightened); SZ L; AL LG; 15,000 XP

Plesiosaurus (CR 2): AC 13; 68 hp; MV 20", swim 40"; StDxCn +4/+2/+3; InWsCh -4/+1/-3; #AT (1); Bite +6 D 14 (3d6+4); ST Hold Breath; SD passive Perception 13; SZ L; AL U; 450 XP

Poisonous Snake (CR 1/8): AC 13; 2 hp; MV 30", swim 30"; StDxCn -4/+3/+0; InWsCh -5/+0/-4; #AT (1); Bite +5 D 1, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4), DC 10 Constitution saving throw; SD blindsight 10", passive Perception 10; SZ T; AL U; 25 XP

Polar Bear (CR 2): AC 12; 42 hp; MV 40", swim 30"; StDxCn +5/+0/+3; InWsCh -4/+1/-2; #AT (2: 1 bite, 1 claws.); Bite +7 D 9 (1d8+5); Claws +7 D 12 (2d6+5); ST Keen Smell; SD passive Perception 13; SZ L; AL U; 450 XP

Pony (CR 1/8): AC 10; 11 hp; MV 40"; StDxCn +2/+0/+1; InWsCh -4/+0/-2; #AT (1); Hooves +4 D 7 (2d4+2); SD passive Perception 10; SZ M; AL U; 25 XP

Priest (CR 2): AC 13; 27 hp; MV 25"; StDxCn +0/+0/+1; InWsCh +1/+3/+1; #AT (1); Mace +2 D 3

(1d6); ST Divine Eminence, Spellcasting; SD passive Perception 13; SZ M; AL any alignment; 450 XP

Pseudodragon (CR 1/4): AC 13; 7 hp; MV 15", fly 60"; StDxCn -2/+2/+1; InWsCh +0/+1/+0; #AT (1); Bite +4 D 4 (1d4+2); Sting +4 D 4 (1d4+2), DC 11 Constitution saving throw or poisoned; ST Keen Senses, Magic Resistance, Limited Telepathy, Variant: Familiar; SD blindsight 10", darkvision 60", passive Perception 13; SZ T; AL NG; 50 XP

Purple Worm (CR 15): AC 18; 247 hp; MV 50", burrow 30"; StDxCn +9/-2/+6; InWsCh -5/-1/-3; #AT (2: 1 bite, 1 stinger.); Bite +9 D 22 (3d8+9), DC 19 Dexterity saving throw or blinded, prone, restrained; Tail Stinger +9 D 19 (3d6+9), DC 19 Constitution saving throw; ST Tunneler; SD blindsight 30", tremorsense 60", passive Perception 9; SZ G; AL U; 13,000 XP

Quasit (CR 1): AC 13; 7 hp; MV 40"; StDxCn -3/+3/+0; InWsCh -2/+0/+0; #AT (1); Claw (Bite in Beast Form), DC 10 Constitution saving throw or poisoned D 5 (1d4+3); Scare (1/day), DC 10 Wisdom saving throw or frightened; Invisibility The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell); ST Shapechanger, Magic Resistance, Variant: Familiar; SD darkvision 120", passive Perception 10, resistance (cold; fire; lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ T; AL CE; 200 XP

Quipper (CR 0): AC 13; 1 hp; MV swim 40"; StDxCn -4/+3/-1; InWsCh -5/-2/-4; #AT (1); Bite +5 D 1; ST Blood Frenzy, Water Breathing; SD darkvision 60", passive Perception 8; SZ T; AL U; 0 XP

Rakshasa (CR 13): AC 16; 110 hp; MV 40"; StDxCn +2/+3/+4; InWsCh +1/+3/+5; #AT (2 claw attacks); Claw +7 D 9 (2d6+2); or cursed; ST Limited Magic Immunity, Innate Spellcasting; SD darkvision 60", passive Perception 13, vulnerability (piercing from magic weapons wielded by good creatures), immunity (bludgeoning, piercing, and slashing from

nonmagical weapons); SZ M; AL LE; 10,000 XP

Rat (CR 0): AC 10; 1 hp; MV 20"; StDxCn -4/+0/-1; InWsCh -4/+0/-3; #AT (1); Bite +0 D 1; ST Keen Smell; SD darkvision 30", passive Perception 10; SZ T; AL U; 0 XP

Raven (CR 0): AC 12; 1 hp; MV 10", fly 50"; StDxCn -4/+2/-1; InWsCh -4/+1/-2; #AT (1); Beak +4 D 1; ST Mimicry; SD passive Perception 13; SZ T; AL U; 0 XP

Red Dragon Wyrmling (CR 4): AC 17; 75 hp; MV 30", climb 30", fly 60"; StDxCn +4/+0/+3; InWsCh +1/+0/+2; #AT (1); Bite +6 D 9 (1d10+4), 3 (1d6) fire; Fire Breath (Recharge 5-6), DC 13 Dexterity saving throw D 24 (7d6); SD blindsight 10", darkvision 60", passive Perception 14, immunity (fire); SZ M; AL CE; 1,100 XP

Reef Shark (CR 1/2): AC 12; 22 hp; MV swim 40"; StDxCn +2/+1/+1; InWsCh -5/+0/-3; #AT (1); Bite +4 D 6 (1d8+2); ST Pack Tactics, Water Breathing; SD blindsight 30", passive Perception 12; SZ M; AL U; 100 XP

Remorhaz (CR 11): AC 17; 195 hp; MV 30", burrow 20"; StDxCn +7/+1/+5; InWsCh -3/+0/-3; #AT (1); Bite +11 D 40 (6d10+7); or grappled, restrained; Swallow The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6), DC 15 Constitution saving throw or blinded, prone, restrained; ST Heated Body; SD darkvision 60", tremorsense 60", passive Perception 10, immunity (cold, fire); SZ H; AL U; 7,200 XP

Rhinoceros (CR 2): AC 11; 45 hp; MV 40"; StDxCn +5/-1/+2; InWsCh -4/+1/-2; #AT (1); Gore +7 D 14 (2d8+5); ST Charge; SD passive Perception 11; SZ L; AL U; 450 XP

Riding Horse (CR 1/4): AC 10; 13 hp; MV 60"; StDxCn +3/+0/+1; InWsCh -4/+0/-2; #AT (1); Hooves +5 D 8 (2d4+3); SD passive Perception 10; SZ L; AL U; 50 XP

Roc (CR 11): AC 15; 248 hp; MV 20", fly 120"; StDxCn +9/+0/+5; InWsCh -4/+0/-1; #AT (2: 1 beak, 1 talons.); Beak +13 D 27 (4d8+9); Talons +13 D 23 (4d6+9); or grappled, restrained; ST Keen Sight; SD passive Perception 14; SZ G; AL U; 7,200 XP

Roper (CR 5): AC 20; 93 hp; MV 10", climb 10"; StDxCn +4/-1/+3; InWsCh -2/+3/-2; #AT (4 attacks tendrils, uses Reel, makes 1 attack bite.); Bite +7 D 22 (4d8+4); Tendril +7 D The target is grappled (escape DC 15), DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throw or grappled, restrained; Reel; or grappled; ST False Appearance, Grasping Tendrils, Spider Climb; SD darkvision 60", passive Perception 16; SZ L; AL NE; 1,800 XP

Rug of Smothering (CR 2): AC 12; 33 hp; MV 10"; StDxCn +3/+2/+0; InWsCh -5/-4/-5; #AT (1); Smother +5 D The creature is grappled (escape DC 13); or blinded, grappled, restrained; ST Antimagic Susceptibility, Damage Transfer, False Appearance; SD blindsight 60" (blind beyond this radius), passive Perception 6, immunity (poison, psychic), condition immunity (blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned); SZ L; AL U; 450 XP

Rust Monster (CR 1/2): AC 14; 27 hp; MV 40"; StDxCn +1/+1/+1; InWsCh -4/+1/-2; #AT (1); Bite +3 D 5 (1d8+1); Antennae, DC 11 Dexterity saving throw; ST Iron Scent, Rust Metal; SD darkvision 60", passive Perception 11; SZ M; AL U; 100 XP

Saber-Toothed Tiger (CR 2): AC 12; 52 hp; MV 40"; StDxCn +4/+2/+2; InWsCh -4/+1/-1; #AT (1); Bite +6 D 10 (1d10+5); Claw +6 D 12 (2d6+5); ST Keen Smell, Pounce; SD passive Perception 13; SZ L; AL U; 450 XP

Sahuagin (CR 1/2): AC 12; 22 hp; MV 30", swim 40"; StDxCn +1/+0/+1; InWsCh +1/+1/-1; #AT (2 melee: 1

bite, 1 claws or spear.); Bite +3 D 3 (1d4+1); Claws +3 D 3 (1d4+1); Spear +3 D 4 (1d6+1); ST Blood Frenzy, Limited Amphibiousness, Shark Telepathy; SD darkvision 120", passive Perception 15; SZ M; AL LE; 100 XP

Salamander (CR 5): AC 15; 90 hp; MV 30"; StDxCn +4/+2/+2; InWsCh +0/+0/+1; #AT (2: 1 spear, 1 tail.); Spear +7 D 11 (2d6+4); Tail +7 D 11 (2d6+4); or grappled, restrained; ST Heated Body, Heated Weapons; SD darkvision 60", passive Perception 10, vulnerability (cold), resistance (bludgeoning, piercing, and slashing from nonmagical weapons), immunity (fire); SZ L; AL NE; 1,800 XP

Satyr (CR 1/2): AC 14; 31 hp; MV 40"; StDxCn +1/+3/+0; InWsCh +1/+0/+2; #AT (1); Ram +3 D 6 (2d4+1); Shortsword +5 D 6 (1d6+3); Shortbow +5 D 6 (1d6+3); Variant: Panpipes; ST Magic Resistance; SD passive Perception 12; SZ M; AL CN; 100 XP

Scorpion (CR 0): AC 11; 1 hp; MV 10"; StDxCn -4/+0/-1; InWsCh -5/-1/-4; #AT (1); Sting +2 D 1, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8), DC 9 Constitution saving throw; SD blindsight 10", passive Perception 9; SZ T; AL U; 0 XP

Scout (CR 1/2): AC 13; 16 hp; MV 30"; StDxCn +0/+2/+1; InWsCh +0/+1/+0; #AT (2 melee attacks or 2 ranged); Shortsword +4 D 5 (1d6+2); Longbow +4 D 6 (1d8+2); ST Keen Hearing and Sight; SD passive Perception 15; SZ M; AL any alignment; 100 XP

Sea Hag (CR 2): AC 14; 52 hp; MV 30", swim 40"; StDxCn +3/+1/+3; InWsCh +1/+1/+1; #AT (1); Claws +5 D 10 (2d6+3); Death Glare, DC 11 Wisdom saving throw or frightened; Illusory Appearance The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her

hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation); ST Amphibious, Horrific Appearance, Hag Coven, Shared Spellcasting (Coven Only), Hag Eye (Coven Only); SD darkvision 60", passive Perception 11; SZ M; AL CE; 450 XP

Sea Horse (CR 0): AC 11; 1 hp; MV swim 20"; StDxCn -5/+1/-1; InWsCh -5/+0/-4; #AT (1); ST Water Breathing; SD passive Perception 10; SZ T; AL U; 0 XP

Shadow (CR 1/2): AC 12; 16 hp; MV 40"; StDxCn -2/+2/+1; InWsCh -2/+0/-1; #AT (1); Strength Drain +4 D 9 (2d6+2); ST Amorphous, Shadow Stealth, Sunlight Weakness; SD darkvision 60", passive Perception 10, vulnerability (radiant), resistance (acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (necrotic, poison), condition immunity (exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained); SZ M; AL CE; 100 XP

Shambling Mound (CR 5): AC 15; 136 hp; MV 20", swim 20"; StDxCn +4/-1/+3; InWsCh -3/+0/-3; #AT (2 slam If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), the shambling mound uses its Engulf on it.); Slam +7 D 13 (2d8+4); Engulf The shambling mound 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 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8+4), DC 14 Constitution saving throw or blinded, grappled, restrained; ST Lightning Absorption; SD blindsight 60" (blind beyond this radius), passive Perception 10, resistance (cold, fire), immunity (lightning), condition immunity (blinded, deafened, exhaustion); SZ L; AL U; 1,800 XP

Shield Guardian (CR 7): AC 17; 142 hp; MV 30"; StDxCn +4/-1/+4; InWsCh -2/+0/-4; #AT (2 fist); Fist +7 D 11 (2d6+4); ST Bound, Regeneration, Spell Storing; SD blindsight 10", darkvision 60", passive Perception 10, immunity (poison), condition

immunity (charmed, exhaustion, frightened, paralyzed, poisoned); SZ L; AL U; 2,900 XP

Shrieker (CR 0): AC 5; 13 hp; MV 0"; StDxCn -5/-5/+0; InWsCh -5/-4/-5; #AT (1); Shriek; ST False Appearance; SD blindsight 30" (blind beyond this radius), passive Perception 6, condition immunity (blinded, deafened, frightened); SZ M; AL U; 0 XP

Silver Dragon Wyrmling (CR 2): AC 17; 45 hp; MV 30", fly 60"; StDxCn +4/+0/+3; InWsCh +1/+0/+2; #AT (1); Bite +6 D 9 (1d10+4); Breath Weapons (Recharge 5-6), DC 13 Constitution saving throw or paralyzed D 18 (4d8); SD blindsight 10", darkvision 60", passive Perception 14, immunity (cold); SZ M; AL LG; 450 XP

Skeleton (CR 1/4): AC 13; 13 hp; MV 30"; StDxCn +0/+2/+2; InWsCh -2/-1/-3; #AT (1); Shortsword +4 D 5 (1d6+2); Shortbow +4 D 5 (1d6+2); SD darkvision 60", passive Perception 9, vulnerability (bludgeoning), condition immunity (poisoned); SZ M; AL LE; 50 XP

Solar (CR 21): AC 21; 243 hp; MV 50", fly 150"; StDxCn +8/+6/+8; InWsCh +7/+7/+10; #AT (2 greatsword); Greatsword +15 D 22 (4d6+8), 27 (6d8) radiant; Slaying Longbow +13 D 15 (2d8+6), DC 15 Constitution saving throw; Flying Sword; Healing Touch (4/Day); D 40 (8d8+4); Legendary actions (Teleport, Searing Burst (Costs 2 Actions), Blinding Gaze (Costs 3 Actions)); ST Angelic Weapons, Divine Awareness, Innate Spellcasting, Magic Resistance; SD truesight 120", passive Perception 24, resistance (radiant; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (necrotic, poison), condition immunity (charmed, exhaustion, frightened, poisoned); SZ L; AL LG; 33,000 XP

Specter (CR 1): AC 12; 22 hp; MV 0", fly 50" (hover); StDxCn -5/+2/+0; InWsCh +0/+0/+0; #AT (1); Life Drain +4 D 10 (3d6), DC 10 Constitution saving throw; ST Incorporeal Movement, Sunlight Sensitivity; SD darkvision 60", passive Perception 10, resistance (acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical

weapons), immunity (necrotic, poison), condition immunity (charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious); SZ M; AL CE; 200 XP

Spider (CR 0): AC 12; 1 hp; MV 20", climb 20"; StDxCn -4/+2/-1; InWsCh -5/+0/-4; #AT (1); Bite +4 D 1, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4), DC 9 Constitution saving throw; ST Spider Climb, Web Sense, Web Walker; SD darkvision 30", passive Perception 12; SZ T; AL U; 0 XP

Spirit Naga (CR 8): AC 15; 75 hp; MV 40"; StDxCn +4/+3/+2; InWsCh +3/+2/+3; #AT (1); Bite +7 D 7 (1d6+4), DC 13 Constitution saving throw; ST Rejuvenation, Spellcasting; SD darkvision 60", passive Perception 12, immunity (poison), condition immunity (charmed, poisoned); SZ L; AL CE; 3,900 XP

Sprite (CR 1/4): AC 15; 2 hp; MV 10", fly 40"; StDxCn -4/+4/+0; InWsCh +2/+1/+0; #AT (1); Longsword +2 D 1; Shortbow, DC 10 Constitution saving throw or poisoned; Heart Sight, DC 10 Charisma saving throw; Invisibility The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell); SD passive Perception 13; SZ T; AL NG; 50 XP

Spy (CR 1): AC 12; 27 hp; MV 30"; StDxCn +0/+2/+0; InWsCh +1/+2/+3; #AT (2 melee); Shortsword +4 D 5 (1d6+2); Hand Crossbow +4 D 5 (1d6+2); ST Cunning Action, Sneak Attack (1/Turn); SD passive Perception 16; SZ M; AL any alignment; 200 XP

Steam Mephit (CR 1/4): AC 10; 21 hp; MV 30", fly 30"; StDxCn -3/+0/+0; InWsCh +0/+0/+1; #AT (1); Claws +2 D 2 (1d4), 2 (1d4) fire; Steam Breath (Recharge 6), DC 10 Dexterity saving throw D 4 (1d8); Variant: Summon Mephits (1/Day); ST Death Burst, Innate Spellcasting (1/Day); SD darkvision 60", passive Perception 10, immunity (fire, poison), condition immunity (poisoned); SZ S; AL NE; 50 XP

Stirge (CR 1/8): AC 14; 2 hp; MV 10", fly 40"; StDxCn -3/+3/+0; InWsCh -4/-1/-2; #AT (1); Blood Drain +5 D 5 (1d4+3); SD darkvision 60", passive Perception 9; SZ T; AL U; 25 XP

Stone Giant (CR 7): AC 17; 126 hp; MV 40"; StDxCn +6/+2/+5; InWsCh +0/+1/-1; #AT (2 greatclub); Greatclub +9 D 19 (3d8+6); Rock +9 D 28 (4d10+6), DC 17 Strength saving throw or prone; ST Stone Camouflage; SD darkvision 60", passive Perception 14; SZ H; AL N; 2,900 XP

Stone Golem (CR 10): AC 17; 178 hp; MV 30"; StDxCn +6/-1/+5; InWsCh -4/+0/-5; #AT (2 slam); Slam +10 D 19 (3d8+6); Slow (Recharge 5-6), DC 17 Wisdom saving throw; ST Immutable Form, Magic Resistance, Magic Weapons; SD darkvision 120", passive Perception 10, immunity (poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite), condition immunity (charmed, exhaustion, frightened, paralyzed, petrified, poisoned); SZ L; AL U; 5,900 XP

Storm Giant (CR 13): AC 16; 230 hp; MV 50", swim 50"; StDxCn +9/+2/+5; InWsCh +3/+4/+4; #AT (2 greatsword); Greatsword +14 D 30 (6d6+9); Rock +14 D 35 (4d12+9); Lightning Strike (Recharge 5-6), DC 17 Dexterity saving throw D 54 (12d8); ST Amphibious, Innate Spellcasting; SD passive Perception 19, resistance (cold), immunity (lightning, thunder); SZ H; AL CG; 10,000 XP

Succubus/Incubus (CR 4): AC 15; 66 hp; MV 30", fly 60"; StDxCn -1/+3/+1; InWsCh +2/+1/+5; #AT (1); Claw (Fiend Form Only) +5 D 6 (1d6+3); Charm, DC 15 Wisdom saving throw or charmed; Draining Kiss The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10+5), DC 15 Constitution saving throw or charmed; Etherealness; ST Telepathic Bond, Shapechanger; SD darkvision 60", passive Perception 15, resistance (cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons); SZ M; AL NE; 1,100 XP

Swarm of Bats (CR 1/4): AC 12; 22 hp; MV 0", fly 30"; StDxCn -3/+2/+0; InWsCh -4/+1/-3; #AT (1); Bites +4 D 5 (2d4); ST Echolocation, Keen Hearing, Swarm; SD blindsight 60", passive Perception 11, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 50 XP

Swarm of Beetles (CR 1/2): AC 12; 22 hp; MV 20", burrow 5", climb 20"; StDxCn -4/+1/+0; InWsCh -5/-2/-5; #AT (1); Bites +3 D 10 (4d4); ST Swarm; SD blindsight 10", passive Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 100 XP

Swarm of Centipedes (CR 1/2): AC 12; 22 hp; MV 20", climb 20"; StDxCn -4/+1/+0; InWsCh -5/-2/-5; #AT (1); Bites +3 D 10 (4d4); or paralyzed, poisoned; ST Swarm; SD blindsight 10", passive Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 100 XP

Swarm of Insects (CR 1/2): AC 12; 22 hp; MV 20", climb 20"; StDxCn -4/+1/+0; InWsCh -5/-2/-5; #AT (1); Bites +3 D 10 (4d4); ST Swarm; SD blindsight 10", passive Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 100 XP

Swarm of Poisonous Snakes (CR 2): AC 14; 36 hp; MV 30", swim 30"; StDxCn -1/+4/+0; InWsCh -5/+0/-4; #AT (1); Bites +6 D 7 (2d6), DC 10 Constitution saving throw; ST Swarm; SD blindsight 10", passive Perception 10, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 450 XP

Swarm of Quippers (CR 1): AC 13; 28 hp; MV 0", swim 40"; StDxCn +1/+3/-1; InWsCh -5/-2/-4; #AT (1); Bites +5 D 14 (4d6); ST Blood Frenzy, Swarm, Water Breathing; SD darkvision 60", passive

Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 200 XP

Swarm of Rats (CR 1/4): AC 10; 24 hp; MV 30"; StDxCn -1/+0/-1; InWsCh -4/+0/-4; #AT (1); Bites +2 D 7 (2d6); ST Keen Smell, Swarm; SD darkvision 30", passive Perception 10, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 50 XP

Swarm of Ravens (CR 1/4): AC 12; 24 hp; MV 10", fly 50"; StDxCn -2/+2/-1; InWsCh -4/+1/-2; #AT (1); Beaks +4 D 7 (2d6); ST Swarm; SD passive Perception 15, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 50 XP

Swarm of Spiders (CR 1/2): AC 12; 22 hp; MV 20", climb 20"; StDxCn -4/+1/+0; InWsCh -5/-2/-5; #AT (1); Bites +3 D 10 (4d4); ST Swarm, Spider Climb, Web Sense, Web Walker; SD blindsight 10", passive Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 100 XP

Swarm of Wasps (CR 1/2): AC 12; 22 hp; MV 5", fly 30"; StDxCn -4/+1/+0; InWsCh -5/-2/-5; #AT (1); Bites +3 D 10 (4d4); ST Swarm; SD blindsight 10", passive Perception 8, resistance (bludgeoning, piercing, slashing), condition immunity (charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned); SZ M; AL U; 100 XP

Tarrasque (CR 30): AC 25; 676 hp; MV 40"; StDxCn +10/+0/+10; InWsCh -4/+0/+0; #AT (5: 1 bite, 2 claws, 1 horns, 1 tai l. It can use its Swallow instead of its bite.); Bite +19 D 36 (4d12+10); or grappled, restrained; Claw +19 D 28 (4d8+10); Horns +19 D 32 (4d10+10); Tail +19 D 24 (4d6+10), DC 20 Strength saving throw or prone; Frightful Presence, DC 17 Wisdom saving throw or frightened; Swallow The

tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's , the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6), DC 20 Constitution saving throw or blinded, prone, restrained; Legendary actions (Attack, Move, Chomp (Costs 2 Actions)); ST Legendary Resistance (3/Day), Magic Resistance, Reflective Carapace, Siege Monster; SD blindsight 120", passive Perception 10, immunity (fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons), condition immunity (charmed, frightened, paralyzed, poisoned); SZ G; AL U; 155,000 XP

Thug (CR 1/2): AC 11; 32 hp; MV 30"; StDxCn +2/+0/+2; InWsCh +0/+0/+0; #AT (2 melee); Mace +4 D 5 (1d6+2); Heavy Crossbow +2 D 5 (1d10); ST Pack Tactics; SD passive Perception 10; SZ M; AL any non-G alignment; 100 XP

Tiger (CR 1): AC 12; 37 hp; MV 40"; StDxCn +3/+2/+2; InWsCh -4/+1/-1; #AT (1); Bite +5 D 8 (1d10+3); Claw +5 D 7 (1d8+3); ST Keen Smell, Pounce; SD darkvision 60", passive Perception 13; SZ L; AL U; 200 XP

Treant (CR 9): AC 16; 138 hp; MV 30"; StDxCn +6/-1/+5; InWsCh +1/+3/+1; #AT (2 slam); Slam +10 D 16 (3d6+6); Rock +10 D 28 (4d10+6); Animate Trees (1/Day); ST False Appearance, Siege Monster; SD passive Perception 13, vulnerability (fire), resistance (bludgeoning, piercing); SZ H; AL CG; 5,000 XP

Tribal Warrior (CR 1/8): AC 12; 11 hp; MV 30"; StDxCn +1/+0/+1; InWsCh -1/+0/-1; #AT (1); Spear +3 D 4 (1d6+1); ST Pack Tactics; SD passive Perception 10; SZ M; AL any alignment; 25 XP

Triceratops (CR 5): AC 13; 95 hp; MV 50"; StDxCn +6/-1/+3; InWsCh -4/+0/-3; #AT (1); Gore +9 D 24 (4d8+6); Stomp +9 D 22 (3d10+6); ST Trampling Charge; SD passive Perception 10; SZ H; AL U; 1,800 XP

Troll (CR 5): AC 15; 84 hp; MV 30"; StDxCn +4/+1/+5; InWsCh -2/-1/-2; #AT (3: 1 bite, 2 claws.); Bite +7 D 7 (1d6+4); Claw +7 D 11 (2d6+4); ST Keen Smell, Regeneration, Variant: Loathsome Limbs; SD darkvision 60", passive Perception 12; SZ L; AL CE; 1,800 XP

Tyrannosaurus Rex (CR 8): AC 13; 136 hp; MV 50"; StDxCn +7/+0/+4; InWsCh -4/+1/-1; #AT (2: 1 bite, 1 tail. It can't make both attacks against the same target.); Bite +10 D 33 (4d12+7); or grappled, restrained; Tail +10 D 20 (3d8+7); SD passive Perception 14; SZ H; AL U; 3,900 XP

Unicorn (CR 5): AC 12; 67 hp; MV 50"; StDxCn +4/+2/+2; InWsCh +0/+3/+3; #AT (2: 1 hooves, 1 horn.); Hooves +7 D 11 (2d6+4); Horn +7 D 8 (1d8+4); Healing Touch (3/Day); D 11 (2d8+2); Teleport (1/Day); Legendary actions (Hooves, Shimmering Shield (Costs 2 Actions), Heal Self (Costs 3 Actions)); ST Charge, Innate Spellcasting, Magic Resistance, Magic Weapons; SD darkvision 60", passive Perception 13, immunity (poison), condition immunity (charmed, paralyzed, poisoned); SZ L; AL LG; 1,800 XP

Vampire (CR 13): AC 16; 144 hp; MV 30"; StDxCn +4/+4/+4; InWsCh +3/+2/+4; #AT (2 attacks, only 1 of which can be a bite attack.); Unarmed Strike (Vampire Form Only); D 8 (1d8+4); Bite (Bat or Vampire Form Only); or grappled, incapacitated, restrained D 7 (1d6+4); Charm, DC 17 Wisdom saving throw or charmed; Children of the Night (1/Day); Legendary actions (Move, Unarmed Strike, Bite (Costs 2 Actions)); ST Shapechanger, Legendary Resistance (3/Day), Misty Escape, Regeneration, Spider Climb, Vampire Weaknesses; SD darkvision 120", passive Perception 17, resistance (necrotic; bludgeoning, piercing, and slashing from nonmagical weapons); SZ M; AL LE; 10,000 XP

Vampire Spawn (CR 5): AC 15; 82 hp; MV 30"; StDxCn +3/+3/+3; InWsCh +0/+0/+1; #AT (2 attacks, only 1 of which can be a bite attack.); Bite +6 D 6 (1d6+3); or grappled, incapacitated, restrained; Claws +6 D 8 (2d4+3); ST Regeneration, Spider Climb, Vampire

Weaknesses; SD darkvision 60", passive Perception 13, resistance (necrotic; bludgeoning, piercing, and slashing from nonmagical weapons); SZ M; AL NE; 1,800 XP

Veteran (CR 3): AC 17; 58 hp; MV 30"; StDxCn +3/+1/+2; InWsCh +0/+0/+0; #AT (2 longsword if it has a shortsword drawn, it can also make a shortsword attack.); Longsword +5 D 7 (1d8+3), or 8 (1d10+3) if used with two hands.; Shortsword +5 D 6 (1d6+3); Heavy Crossbow +3 D 6 (1d10+1); SD passive Perception 12; SZ M; AL any alignment; 700 XP

Violet Fungus (CR 1/4): AC 5; 18 hp; MV 5"; StDxCn -4/-5/+0; InWsCh -5/-4/-5; #AT (1d4 Rotting Touch); Rotting Touch +2 D 4 (1d8) necrotic; ST False Appearance; SD blindsight 30" (blind beyond this radius), passive Perception 6, condition immunity (blinded, deafened, frightened); SZ M; AL U; 50 XP

Vrock (CR 6): AC 15; 104 hp; MV 40", fly 60"; StDxCn +3/+2/+4; InWsCh -1/+1/-1; #AT (2: 1 beak, 1 talons.); Beak +6 D 10 (2d6+3); Talons +6 D 14 (2d10+3); Spores (Recharge 6), DC 14 Constitution saving throw or poisoned D 5 (1d10); Stunning Screech (1/Day), DC 14 Constitution saving throw or stunned; Variant: Summon Demon (1/Day); ST Magic Resistance; SD darkvision 120", passive Perception 11, resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (poisoned); SZ L; AL CE; 2,300 XP

Vulture (CR 0): AC 10; 5 hp; MV 10", fly 50"; StDxCn -2/+0/+1; InWsCh -4/+1/-3; #AT (1); Beak +2 D 2 (1d4); ST Keen Sight and Smell, Pack Tactics; SD passive Perception 13; SZ M; AL U; 0 XP

Warhorse (CR 1/2): AC 11; 19 hp; MV 60"; StDxCn +4/+1/+1; InWsCh -4/+1/-2; #AT (1); Hooves +6 D 11 (2d6+4); ST Trampling Charge; SD passive Perception 11; SZ L; AL U; 100 XP

Warhorse Skeleton (CR 1/2): AC 13; 22 hp; MV 60"; StDxCn +4/+1/+2; InWsCh -4/-1/-3; #AT (1); Hooves +6 D 11 (2d6+4); SD darkvision 60", passive Perception 9, vulnerability (bludgeoning), immunity (poison), condition immunity (exhaustion, poisoned); SZ L; AL LE; 100 XP

Water Elemental (CR 5): AC 14; 114 hp; MV 30", swim 90"; StDxCn +4/+2/+4; InWsCh -3/+0/-1; #AT (2 slam); Slam +7 D 13 (2d8+4); Whelm (Recharge 4-6), DC 15 Strength saving throw or grappled, restrained D 13 (2d8+4); ST Water Form, Freeze; SD darkvision 60", passive Perception 10, resistance (acid; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (poison), condition immunity (exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious); SZ L; AL N; 1,800 XP

Weasel (CR 0): AC 13; 1 hp; MV 30"; StDxCn -4/+3/-1; InWsCh -4/+1/-4; #AT (1); Bite +5 D 1; ST Keen Hearing and Smell; SD passive Perception 13; SZ T; AL U; 0 XP

Werebear (CR 5): AC 10; 135 hp; MV 30" (40", climb 30" in bear or hybrid form); StDxCn +4/+0/+3; InWsCh +0/+1/+1; #AT (2 claw In humanoid form, it makes 2 greataxe In hybrid form, it can attack like a bear or a humanoid.); Bite (Bear or Hybrid Form Only), DC 14 Constitution saving throw or cursed D 15 (2d10+4); Claw (Bear or Hybrid Form Only) +7 D 13 (2d8+4); Greataxe (Humanoid or Hybrid Form Only) +7 D 10 (1d12+4); ST Shapechanger, Keen Smell; SD passive Perception 17, immunity (bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered); SZ M; AL NG; 1,800 XP

Wereboar (CR 4): AC 10; 78 hp; MV 30" (40" in boar form); StDxCn +3/+0/+2; InWsCh +0/+0/-1; #AT (2 attacks, only 1 of which can be tusks.); Maul (Humanoid or Hybrid Form Only) +5 D 10 (2d6+3); Tusks (Boar or Hybrid Form Only), DC 12 Constitution saving throw or cursed D 10 (2d6+3); ST Shapechanger, Charge (Boar or Hybrid Form Only), Relentless (Recharges after a Short or Long Rest); SD

passive Perception 12, immunity (bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered); SZ M; AL NE; 1,100 XP

Wererat (CR 2): AC 12; 33 hp; MV 30"; StDxCn +0/+2/+1; InWsCh +0/+0/-1; #AT (2 attacks, only 1 of which can be a bite.); Bite (Rat or Hybrid Form Only), DC 11 Constitution saving throw or cursed D 4 (1d4+2); Shortsword (Humanoid or Hybrid Form Only) +4 D 5 (1d6+2); Hand Crossbow (Humanoid or Hybrid Form Only) +4 D 5 (1d6+2); ST Shapechanger, Keen Smell; SD darkvision 60" (rat form only), passive Perception 12, immunity (bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered); SZ M; AL LE; 450 XP

Weretiger (CR 4): AC 12; 120 hp; MV 30" (40" in tiger form); StDxCn +3/+2/+3; InWsCh +0/+1/+0; #AT (2 scimitar attacks or 2 longbow In hybrid form, it can attack like a humanoid or make 2 claw); Bite (Tiger or Hybrid Form Only), DC 13 Constitution saving throw or cursed D 8 (1d10+3); Claw (Tiger or Hybrid Form Only) +5 D 7 (1d8+3); Scimitar (Humanoid or Hybrid Form Only) +5 D 6 (1d6+3); Longbow (Humanoid or Hybrid Form Only) +4 D 6 (1d8+2); ST Shapechanger, Keen Hearing and Smell, Pounce (Tiger or Hybrid Form Only); SD darkvision 60", passive Perception 15, immunity (bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered); SZ M; AL N; 1,100 XP

Werewolf (CR 3): AC 11; 58 hp; MV 30" (40" in wolf form); StDxCn +2/+1/+2; InWsCh +0/+0/+0; #AT (2: 1 bite, 1 claws or spear.); Bite (Wolf or Hybrid Form Only), DC 12 Constitution saving throw or cursed D 6 (1d8+2); Claws (Hybrid Form Only) +4 D 7 (2d4+2); Spear (Humanoid Form Only); D 5 (1d6+2); ST Shapechanger, Keen Hearing and Smell; SD passive Perception 14, immunity (bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered); SZ M; AL CE; 700 XP

White Dragon Wyrmling (CR 2): AC 16; 32 hp; MV 30", burrow 15", fly 60", swim 30"; StDxCn +2/+0/+2; InWsCh -3/+0/+0; #AT (1); Bite +4 D 7 (1d10+2), 2 (1d4) cold; Cold Breath (Recharge 5-6), DC 12

Constitution saving throw D 22 (5d8); SD blindsight 10", darkvision 60", passive Perception 14, immunity (cold); SZ M; AL CE; 450 XP

Wight (CR 3): AC 14; 45 hp; MV 30"; StDxCn +2/+2/+3; InWsCh +0/+1/+2; #AT (2 longsword attacks or 2 longbow It can use its Life Drain in place of 1 longsword attack.); Life Drain +4 D 5 (1d6+2), DC 13 Constitution saving throw; Longsword +4 D 6 (1d8+2), or 7 (1d10+2) if used with two hands.; Longbow +4 D 6 (1d8+2); ST Sunlight Sensitivity; SD darkvision 60", passive Perception 13, immunity (necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), condition immunity (poisoned); SZ M; AL NE; 700 XP

Will-o'-Wisp (CR 2): AC 19; 22 hp; MV 0", fly 50" (hover); StDxCn -5/+9/+0; InWsCh +1/+2/+0; #AT (1); Shock +4 D 9 (2d8) lightning; Invisibility The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell); ST Consume Life, Ephemeral, Incorporeal Movement, Variable Illumination; SD darkvision 120", passive Perception 12, resistance (acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons), immunity (lightning, poison), condition immunity (exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious); SZ T; AL CE; 450 XP

Winter Wolf (CR 3): AC 13; 75 hp; MV 50"; StDxCn +4/+1/+2; InWsCh -2/+1/-1; #AT (1); Bite +6 D 11 (2d6+4), DC 14 Strength saving throw or prone; Cold Breath (Recharge 5-6), DC 12 Dexterity saving throw D 18 (4d8); ST Keen Hearing and Smell, Pack Tactics, Snow Camouflage; SD passive Perception 15, immunity (cold); SZ L; AL NE; 700 XP

Wolf (CR 1/4): AC 13; 11 hp; MV 40"; StDxCn +1/+2/+1; InWsCh -4/+1/-2; #AT (1); Bite +4 D 7 (2d4+2), DC 11 Strength saving throw or prone; ST Keen Hearing and Smell, Pack Tactics; SD passive Perception 13; SZ M; AL U; 50 XP

Worg (CR 1/2): AC 13; 26 hp; MV 50"; StDxCn +3/+1/+1; InWsCh -2/+0/-1; #AT (1); Bite +5 D 10 (2d6+3), DC 13 Strength saving throw or prone; ST Keen Hearing and Smell; SD darkvision 60", passive Perception 14; SZ L; AL NE; 100 XP

Wraith (CR 5): AC 13; 67 hp; MV 0", fly 60" (hover); StDxCn -2/+3/+3; InWsCh +1/+2/+2; #AT (1); Life Drain +6 D 21 (4d8+3), DC 14 Constitution saving throw; Create Specter; ST Incorporeal Movement, Sunlight Sensitivity; SD darkvision 60", passive Perception 12, resistance (acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered), immunity (necrotic, poison), condition immunity (charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained); SZ M; AL NE; 1,800 XP

Wyvern (CR 6): AC 13; 110 hp; MV 20", fly 80"; StDxCn +4/+0/+3; InWsCh -3/+1/-2; #AT (2: 1 bite, 1 stinger. While flying, it can use its claws in place of 1 other attack.); Bite +7 D 11 (2d6+4); Claws +7 D 13 (2d8+4); Stinger +7 D 11 (2d6+4), DC 15 Constitution saving throw; SD darkvision 60", passive Perception 14; SZ L; AL U; 2,300 XP

Xorn (CR 5): AC 19; 73 hp; MV 20", burrow 20"; StDxCn +3/+0/+6; InWsCh +0/+0/+0; #AT (3 claw attacks, 1 bite attack.); Bite +6 D 13 (3d6+3); Claw +6 D 6 (1d6+3); ST Earth Glide, Stone Camouflage, Treasure Sense; SD darkvision 60", tremorsense 60", passive Perception 16, resistance (piercing and slashing from nonmagical weapons that aren't adamantite); SZ M; AL N; 1,800 XP

Young Black Dragon (CR 7): AC 18; 127 hp; MV 40", fly 80", swim 40"; StDxCn +4/+2/+3; InWsCh +1/+0/+2; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4), 4 (1d8) acid; Claw +7 D 11 (2d6+4); Acid Breath (Recharge 5-6), DC 14 Dexterity saving throw D 49 (11d8); ST Amphibious; SD blindsight 30", darkvision 120", passive Perception 16, immunity (acid); SZ L; AL CE; 2,900 XP

Young Blue Dragon (CR 9): AC 18; 152 hp; MV 40", burrow 40", fly 80"; StDxCn +5/+0/+4; InWsCh

+2/+1/+3; #AT (3: 1 bite, 2 claws.); Bite +9 D 16 (2d10+5), 5 (1d10) lightning; Claw +9 D 12 (2d6+5); Lightning Breath (Recharge 5-6), DC 16 Dexterity saving throw D 55 (10d10); SD blindsight 30", darkvision 120", passive Perception 19, immunity (lightning); SZ L; AL LE; 5,000 XP

Young Brass Dragon (CR 6): AC 17; 110 hp; MV 40", burrow 20", fly 80"; StDxCn +4/+0/+3; InWsCh +1/+0/+2; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4); Claw +7 D 11 (2d6+4); Breath Weapons (Recharge 5-6), DC 14 Dexterity saving throw D 42 (12d6); SD blindsight 30", darkvision 120", passive Perception 16, immunity (fire); SZ L; AL CG; 2,300 XP

Young Bronze Dragon (CR 8): AC 18; 142 hp; MV 40", fly 80", swim 40"; StDxCn +5/+0/+4; InWsCh +2/+1/+3; #AT (3: 1 bite, 2 claws.); Bite +8 D 16 (2d10+5); Claw +8 D 12 (2d6+5); Breath Weapons (Recharge 5-6), DC 15 Dexterity saving throw D 55 (10d10); ST Amphibious; SD blindsight 30", darkvision 120", passive Perception 17, immunity (lightning); SZ L; AL LG; 3,900 XP

Young Copper Dragon (CR 7): AC 17; 119 hp; MV 40", climb 40", fly 80"; StDxCn +4/+1/+3; InWsCh +3/+1/+2; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4); Claw +7 D 11 (2d6+4); Breath Weapons (Recharge 5-6), DC 14 Dexterity saving throw D 40 (9d8); SD blindsight 30", darkvision 120", passive Perception 17, immunity (acid); SZ L; AL CG; 2,900 XP

Young Gold Dragon (CR 10): AC 18; 178 hp; MV 40", fly 80", swim 40"; StDxCn +6/+2/+5; InWsCh +3/+1/+5; #AT (3: 1 bite, 2 claws.); Bite +10 D 17 (2d10+6); Claw +10 D 13 (2d6+6); Breath Weapons (Recharge 5-6), DC 17 Dexterity saving throw D 55 (10d10); ST Amphibious; SD blindsight 30", darkvision 120", passive Perception 19, immunity (fire); SZ L; AL LG; 5,900 XP

Young Green Dragon (CR 8): AC 18; 136 hp; MV 40", fly 80", swim 40"; StDxCn +4/+1/+3; InWsCh +3/+1/+2; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4), 7 (2d6) poison; Claw +7 D 11 (2d6+4); Poison Breath (Recharge 5-6), DC 14 Constitution

saving throw D 42 (12d6); ST Amphibious; SD blindsight 30", darkvision 120", passive Perception 17, immunity (poison), condition immunity (poisoned); SZ L; AL LE; 3,900 XP

Young Red Dragon (CR 10): AC 18; 178 hp; MV 40", climb 40", fly 80"; StDxCn +6/+0/+5; InWsCh +2/+0/+4; #AT (3: 1 bite, 2 claws.); Bite +10 D 17 (2d10+6), 3 (1d6) fire; Claw +10 D 13 (2d6+6); Fire Breath (Recharge 5-6), DC 17 Dexterity saving throw D 56 (16d6); SD blindsight 30", darkvision 120", passive Perception 18, immunity (fire); SZ L; AL CE; 5,900 XP

Young Silver Dragon (CR 9): AC 18; 168 hp; MV 40", fly 80"; StDxCn +6/+0/+5; InWsCh +2/+0/+4; #AT (3: 1 bite, 2 claws.); Bite +10 D 17 (2d10+6); Claw +10 D 13 (2d6+6); Breath Weapons (Recharge 5-6), DC 17 Constitution saving throw or paralyzed D 54 (12d8); SD blindsight 30", darkvision 120", passive Perception 18, immunity (cold); SZ L; AL LG; 5,000 XP

Young White Dragon (CR 6): AC 17; 133 hp; MV 40", burrow 20", fly 80", swim 40"; StDxCn +4/+0/+4; InWsCh -2/+0/+1; #AT (3: 1 bite, 2 claws.); Bite +7 D 15 (2d10+4), 4 (1d8) cold; Claw +7 D 11 (2d6+4); Cold Breath (Recharge 5-6), DC 15 Constitution saving throw D 45 (10d8); ST Ice Walk; SD blindsight 30", darkvision 120", passive Perception 16, immunity (cold); SZ L; AL CE; 2,300 XP

Zombie (CR 1/4): AC 8; 22 hp; MV 20"; StDxCn +1/-2/+3; InWsCh -4/-2/-3; #AT (1); Slam +3 D 4 (1d6+1); ST Undead Fortitude; SD darkvision 60", passive Perception 8, condition immunity (poisoned); SZ M; AL NE; 50 XP

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used"

or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content

due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 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.

MicroBestiary for 5e (Version 0.1) Copyright 2017, Roberto Kingsley.

#### END OF LICENSE

Declaration of Open Content: All the text of this product is Open Game Content.