

OGL
Monster
Compendium

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A compendium of monster statblocks compiled from various OGL sources including,

- System Reference Document (Wizards of the Coast)
- Creature Codex (Kobold Press)
- Tome of Beasts (Kobold Press)

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Challenge o

Awakened Shrub*Small plant, unaligned*

Armor class: 9

Hit points: 10 (3d6)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	-1	0	0	0	-2
(3)	(8)	(11)	(10)	(10)	(6)

Senses: passive Perception 10**Languages:** one language known by its creator**Challenge rating:** 0 (10 XP)***False Appearance.*** While the shrub remains motionless, it is indistinguishable from a normal shrub.**Actions*****Rake.*** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 — 1) slashing damage.*Source: Systems Reference Document***Baboon***Small beast, unaligned*

Armor class: 12

Hit points: 3 (1d6)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	0	-3	+1	-2
(8)	(14)	(11)	(4)	(12)	(6)

Senses: passive Perception 11**Challenge rating:** 0 (10 XP)***Pack Tactics.*** The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 ft. of the creature and the ally isn't incapacitated.**Actions*****Bite.*** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 — 1) piercing damage.*Source: Systems Reference Document***Badger***Tiny beast, unaligned*

Armor class: 10

Hit points: 3 (1d4)

Speed: walk: 20 ft., burrow: 5 ft.

STR	DEX	CON	INT	WIS	CHA
-3	0	+1	-4	+1	-3
(4)	(11)	(12)	(2)	(12)	(5)

Senses: darkvision 30 ft., passive Perception 11**Challenge rating:** 0 (10 XP)***Keen Smell.*** The badger has advantage on Wisdom (Perception) checks that rely on smell.**Actions*****Bite.*** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.*Source: Systems Reference Document***Bat***Tiny beast, unaligned*

Armor class: 12

Hit points: 1 (1d4)

Speed: walk: 5 ft., fly: 30 ft.

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

Senses: blindsight 60 ft., passive Perception 11**Challenge rating:** 0 (10 XP)***Echolocation.*** The bat can't use its blindsight while deafened.

Cat

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

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Source: Systems Reference Document

Cat

Tiny beast, unaligned

Armor class: 12

Hit points: 2 (1d4)

Speed: walk: 40 ft., climb: 30 ft.

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

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

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

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source: Systems Reference Document

Commoner

Medium humanoid, any alignment

Armor class: 10

Hit points: 4 (1d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 10

Languages: any one language (usually

Common)

Challenge rating: 0 (10 XP)

Actions

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

Source: Systems Reference Document

Crab

Tiny beast, unaligned

Armor class: 11 (natural armor)

Hit points: 2 (1d4)

Speed: walk: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	0	0	-5	-1	-4
(2)	(11)	(10)	(1)	(8)	(2)

Senses: blindsight 30 ft., passive

Perception 9

Challenge rating: 0 (10 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Source: Systems Reference Document

Deer

Medium beast, unaligned

Armor class: 13

Hit points: 4 (1d8)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	0	-4	+2	-3
(11)	(16)	(11)	(2)	(14)	(5)

Senses: passive Perception 12

Challenge rating: 0 (10 XP)

Actions

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

Source: Systems Reference Document

Eagle

Small beast, unaligned

Armor class: 12

Hit points: 3 (1d6)

Speed: walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	-4	+2	-2
(6)	(15)	(10)	(2)	(14)	(7)

Senses: passive Perception 14

Challenge rating: 0 (10 XP)

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

Actions

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

Source: Systems Reference Document

Frog

Tiny beast, unaligned

Armor class: 11

Hit points: 1 (1d4)

Speed: walk: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+1	-1	-5	-1	-4
(1)	(13)	(8)	(1)	(8)	(3)

Senses: darkvision 30 ft., passive

Perception 11

Challenge rating: 0 (10 XP)

Amphibious. The frog can breathe air and water

Standing Leap. The frog's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

Source: Systems Reference Document

Giant Fire Beetle

Small beast, unaligned

Armor class: 13 (natural armor)

Hit points: 4 (1d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	0	+1	-5	-2	-4
(8)	(10)	(12)	(1)	(7)	(3)

Senses: blindsight 30 ft., passive Perception 8

Challenge rating: 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

Actions

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

Source: Systems Reference Document

Goat

Medium beast, unaligned

Armor class: 10

Hit points: 4 (1d8)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	0	0	-4	0	-3
(12)	(10)	(11)	(2)	(10)	(5)

Senses: passive Perception 10

Challenge rating: 0 (10 XP)

Hawk

Charge. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a **DC 10 Strength** saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Source: Systems Reference Document

Hawk

Tiny beast, unaligned

Armor class: 13

Hit points: 1 (1d4)

Speed: walk: 10 ft., fly: 60 ft.

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

Senses: passive Perception 14

Challenge rating: 0 (10 XP)

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

Actions

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source: Systems Reference Document

Homunculus

Tiny construct, neutral

Armor class: 13 (natural armor)

Hit points: 5 (2d4)

Speed: walk: 20 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+2	0	0	0	-2
(4)	(15)	(11)	(10)	(10)	(7)

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive

Perception 10

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

Challenge rating: 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, 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) minutes and unconscious while poisoned in this way.

Source: Systems Reference Document

Hyena

Medium beast, unaligned

Armor class: 11

Hit points: 5 (1d8)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
0	+1	+1	-4	+1	-3
(11)	(13)	(12)	(2)	(12)	(5)

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

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

Actions

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

Source: Systems Reference Document

Jackal

Small beast, unaligned

Armor class: 12

Hit points: 3 (1d6)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-1 (8)	+2 (15)	0 (11)	-4 (3)	+1 (12)	-2 (6)

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

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

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

Actions

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

Source: Systems Reference Document

Lemure

Medium fiend, lawful evil

Armor class: 7

Hit points: 13 (3d8)

Speed: walk: 15 ft.

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

Damage immunities: fire, poison

Condition immunities: charmed, frightened, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands infernal but can't speak

Challenge rating: 0 (10 XP)

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

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

Actions

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage

Source: Systems Reference Document

Lizard

Tiny beast, unaligned

Armor class: 10

Hit points: 2 (1d4)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4 (2)	0 (11)	0 (10)	-5 (1)	-1 (8)	-4 (3)

Senses: darkvision 30 ft., passive Perception 9

Challenge rating: 0 (10 XP)

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Octopus

Source: *Systems Reference Document*

Octopus

Small beast, unaligned

Armor class: 12

Hit points: 3 (1d6)

Speed: walk: 5 ft., swim: 30 ft.

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

Senses: darkvision 30 ft., passive

Perception 12

Challenge rating: 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Source: *Systems Reference Document*

Owl

Tiny beast, unaligned

Armor class: 11

Hit points: 1 (1d4)

Speed: walk: 5 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	-1	-4	+1	-2
(3)	(13)	(8)	(2)	(12)	(7)

Senses: darkvision 120 ft., passive

Perception 13

Challenge rating: 0 (10 XP)

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

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source: *Systems Reference Document*

Quipper

Tiny beast, unaligned

Armor class: 13

Hit points: 1 (1d4)

Speed: swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	-1	-5	-2	-4
(2)	(16)	(9)	(1)	(7)	(2)

Senses: darkvision 60 ft., passive

Perception 8

Challenge rating: 0 (10 XP)

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

Water Breathing. The quipper can breathe only underwater.

Actions

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

Source: Systems Reference Document

Rat

Tiny beast, unaligned

Armor class: 10

Hit points: 1 (1d4)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	0	-1	-4	0	-3
(2)	(11)	(9)	(2)	(10)	(4)

Senses: darkvision 30 ft., passive Perception 10

Challenge rating: 0 (10 XP)

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

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source: Systems Reference Document

Raven

Tiny beast, unaligned

Armor class: 12

Hit points: 1 (1d4)

Speed: walk: 10 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+2	-1	-4	+1	-2
(2)	(14)	(8)	(2)	(12)	(6)

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal

chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

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

Source: Systems Reference Document

Scorpion

Tiny beast, unaligned

Armor class: 11 (natural armor)

Hit points: 1 (1d4)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
-4	0	-1	-5	-1	-4
(2)	(11)	(8)	(1)	(8)	(2)

Senses: blindsight 10 ft., passive Perception 9

Challenge rating: 0 (10 XP)

Actions

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Sea Horse

Tiny beast, unaligned

Armor class: 11

Hit points: 1 (1d4)

Speed: swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+1	-1	-5	0	-4
(1)	(12)	(8)	(1)	(10)	(2)

Shrieker

Senses: passive Perception 10

Challenge rating: 0 (10 XP)

Water Breathing. The sea horse can breathe only underwater.

Source: Systems Reference Document

Shrieker

Medium plant, unaligned

Armor class: 5

Hit points: 13 (3d8)

Speed: walk: 0 ft.

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

Condition immunities: blinded, deafened, frightened

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 6

Challenge rating: 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward

Source: Systems Reference Document

Spider

Tiny beast, unaligned

Armor class: 12

Hit points: 1 (1d4)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+2	-1	-5	0	-4
(2)	(14)	(8)	(1)	(10)	(2)

Senses: darkvision 30 ft., passive

Perception 12

Challenge rating: 0 (10 XP)

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

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Source: Systems Reference Document

Vulture

Medium beast, unaligned

Armor class: 10

Hit points: 5 (1d8)

Speed: walk: 10 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-2	0	+1	-4	+1	-3
(7)	(10)	(13)	(2)	(12)	(4)

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

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

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

Actions

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

Source: Systems Reference Document

Weasel

Tiny beast, unaligned

Armor class: 13

Hit points: 1 (1d4)

Speed: walk: 30 ft.

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

Senses: passive Perception 13

Challenge rating: 0 (10 XP)

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

Actions

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

Source: Systems Reference Document

Zoog

Tiny aberration, chaotic evil

Armor class: 13

Hit points: 3 (1d4+1)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	+1	0	0	-1
(3)	(16)	(12)	(11)	(10)	(8)

Senses: darkvision 60 ft., passive Perception 12

Languages: Deep Speech, Void Speech

Challenge rating: 0 (10 XP)

Actions

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

Source: Creature Codex OGL

Challenge 1/8

Bandit*Medium humanoid, any non-lawful alignment*

Armor class: 12 (leather armor)

Hit points: 11 (2d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 10**Languages:** any one language (usually Common)**Challenge rating:** 1/8 (25 XP)**Actions****Scimitar.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.*Source: Systems Reference Document***Blood Hawk***Small beast, unaligned*

Armor class: 12

Hit points: 7 (2d6)

Speed: walk: 10 ft., fly: 60 ft.

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

Senses: passive Perception 14**Challenge rating:** 1/8 (25 XP)**Keen Sight.** The hawk has advantage on Wisdom (Perception) checks that rely on sight.**Pack Tactics.** The hawk has advantage on an attack roll against a creature if at least one

of the hawk's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*Source: Systems Reference Document***Bookkeeper***Tiny construct, unaligned*

Armor class: 12

Hit points: 5 (2d4)

Speed: fly: 30 ft., walk: 20 ft.

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

Damage immunities: either cold or fire (designated at the time of the bookkeeper's creation), poison, psychic**Condition immunities:** charmed, exhaustion, frightened, paralyzed, petrified, poisoned**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 11**Languages:** understands the languages of its creator but can't speak**Challenge rating:** 1/8 (25 XP)**Between the Lines.** As a bonus action while within 30 feet of its book, the bookkeeper can hop inside its book. While inside its book, the bookkeeper has a flying speed of 30 feet and is indistinguishable from ink on a page.**Book Bound.** A bookkeeper makes all attacks, saving throws, and skill checks with advantage when its creator is within 60 feet of its book. The bookkeeper's hp maximum is reduced by 1 for every minute it is further than 60 feet from its book. When its hp maximum reaches 0, it dies. If its creator dies, the bookkeeper can be convinced to pass ownership of the

Camel

book to a new creature if the creature succeeds on a **DC 13 Charisma** check. The new owner becomes the bookkeeper's new "creator" and inherits the bookkeeper along with the book.

Disintegrate. When the bookkeeper dies, the book it is bound to is also destroyed.

Actions

Ink Splash. Ranged Weapon Attack: +4 to hit, range 20 ft., one target. Hit: 3 (1d6) poison damage and the target must succeed on a **DC 13 Dexterity** saving throw or be blinded until the end of its next turn.

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

Elusive Pages. While inside its book, the bookkeeper magically turns its book invisible until it attacks, or until its concentration ends (as if concentrating on a spell). The bookkeeper is also invisible while inside the invisible book

Source: *Creature Codex OGL*

Camel

Large beast, unaligned

Armor class: 9

Hit points: 15 (2d10)

Speed: walk: 50 ft.

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

Senses: passive Perception 9

Challenge rating: 1/8 (25 XP)

Actions

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

Source: *Systems Reference Document*

Cikavak

Tiny fey, neutral

Armor class: 12

Hit points: 17 (7d4)

Speed: walk: 10 ft., fly: 40 ft.

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

Senses: passive Perception \$1

Languages: understands Common; telepathy (touch)

Challenge rating: 1/8 (25 XP)

Innate Spellcasting. the cikavak's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

at will: speak with animals

1/day: silence

Actions

Bite. Melee Weapon Attack: +4 to hit, range 5 ft., one target. Hit: 7 (1d4 + 2) piercing damage.

Source: *Tome of Beasts OGL*

Clockwork Servant

Medium construct, unaligned

Armor class: 11

Hit points: 22 (4d8+4)

Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	-1	+1	-2
(14)	(12)	(13)	(8)	(12)	(7)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive
 Perception 15
Languages: Common
Challenge rating: 1/8 (25 XP)

Domestic Retainer. The servant can cast the mending and prestidigitation cantrips at will without requiring spell components.

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

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

Actions

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

Source: Creature Codex OGL

Cultist

Medium humanoid, any non-good alignment

Armor class: 12 (leather armor)
 Hit points: 9 (2d8)
 Speed: walk: 30 ft.

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

Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge rating: 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Source: Systems Reference Document

Flying Snake

Tiny beast, unaligned

Armor class: 14
 Hit points: 5 (2d4)
 Speed: walk: 30 ft., fly: 60 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+4	0	-4	+1	-3
(4)	(18)	(11)	(2)	(12)	(5)

Senses: blindsight 10 ft., passive
 Perception 11
Challenge rating: 1/8 (25 XP)

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

Source: Systems Reference Document

Giant Crab

Medium beast, unaligned

Armor class: 15 (natural armor)
 Hit points: 13 (3d8)
 Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	-5	-1	-4
(13)	(15)	(11)	(1)	(9)	(3)

Senses: blindsight 30 ft., passive
 Perception 9
Challenge rating: 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

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

Giant Moth

grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Source: *Systems Reference Document*

Giant Moth

Small beast, unaligned

Armor class: 11

Hit points: 7 (2d6)

Speed: fly: 30 ft., walk: 25 ft.

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

Senses: darkvision 60 ft., passive

Perception 12

Challenge rating: 1/8 (25 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Powdery Wings (1/Day). A 10-foot radius cloud of fine powder disperses from the giant moth. Each creature in that area must succeed on a **DC 10 Constitution** saving throw or be blinded until the end of its next turn.

Source: *Creature Codex OGL*

Giant Rat (Diseased)

Small beast, unaligned

Armor class: 12

Hit points: 7 (2d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	-4	0	-3
(7)	(15)	(11)	(2)	(10)	(4)

Senses: darkvision 60 ft., passive

Perception 10

Challenge rating: 1/8 (25 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a **DC 10 Constitution** saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Source: *Systems Reference Document*

Giant Rat

Small beast, unaligned

Armor class: 12

Hit points: 7 (2d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	-4	0	-3
(7)	(15)	(11)	(2)	(10)	(4)

Senses: darkvision 60 ft., passive

Perception 10

Challenge rating: 1/8 (25 XP)

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

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

Actions

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

Source: *Systems Reference Document*

Giant Weasel*Medium beast, unaligned*

Armor class: 13

Hit points: 9 (2d8)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	0	-3	+1	-3
(11)	(16)	(10)	(4)	(12)	(5)

Senses: darkvision 60 ft., passive

Perception 13

Challenge rating: 1/8 (25 XP)

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

Actions

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

*Source: Systems Reference Document***Guard***Medium humanoid, any alignment*

Armor class: 16 (chain shirt, shield)

Hit points: 11 (2d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 12**Languages:** any one language (usually Common)**Challenge rating:** 1/8 (25 XP)**Actions**

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

*Source: Systems Reference Document***Kobold***Small humanoid, lawful evil*

Armor class: 12

Hit points: 5 (2d6 – 2)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	-1	-1	-2	-1
(7)	(15)	(9)	(8)	(7)	(8)

Senses: darkvision 60 ft., passive

Perception 8

Languages: Common, Draconic**Challenge rating:** 1/8 (25 XP)

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

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

Actions

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

*Source: Systems Reference Document***Leonino***Tiny beast, unaligned*

Armor class: 13

Hit points: 13 (3d4+6)

Speed: fly: 40 ft., walk: 30 ft.

Mastiff

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

Saving throws: Dex +5 Wis +1

Senses: darkvision 30 ft., passive Perception 11

Languages: Elvish

Challenge rating: 1/8 (25 XP)

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

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

Silent Wings. The flight of a leonine is especially silent and difficult to notice in forests and urban settings. It has advantage on Dexterity (Stealth) checks made while flying in these areas.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. If this is the first time the leonino has hit the target within the past 24 hours, the target must succeed on a **DC 10 Wisdom** saving throw or be charmed by the leonino for 1 hour.

Source: Creature Codex OGL

Mastiff

Medium beast, unaligned

Armor class: 12

Hit points: 5 (1d8)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-4	+1	-2
(13)	(14)	(12)	(3)	(12)	(7)

Senses: passive Perception 13

Challenge rating: 1/8 (25 XP)

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

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a **DC 11 Strength** saving throw or be knocked prone.

Source: Systems Reference Document

Merfolk

Medium humanoid, neutral

Armor class: 11

Hit points: 11 (2d8 + 2)

Speed: walk: 10 ft., swim: 40 ft.

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

Senses: passive Perception 12

Languages: Aquan, Common

Challenge rating: 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

Actions

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Source: Systems Reference Document

Mule

Medium beast, unaligned

Armor class: 10

Hit points: 11 (2d8)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+1	-4	0	-3
(14)	(10)	(13)	(2)	(10)	(5)

Senses: passive Perception 10

Challenge rating: 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Source: Systems Reference Document

Noble

Medium humanoid, any alignment

Armor class: 15 (breastplate)

Hit points: 9 (2d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 12

Languages: any two languages

Challenge rating: 1/8 (25 XP)

Actions

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

Source: Systems Reference Document

Poisonous Snake

Tiny beast, unaligned

Armor class: 13

Hit points: 2 (1d4)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	0	-5	0	-4
(2)	(16)	(11)	(1)	(10)	(3)

Senses: blindsight 10 ft., passive Perception 10

Challenge rating: 1/8 (25 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Pony

Medium beast, unaligned

Armor class: 10

Hit points: 11 (2d8)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+1	-4	0	-2
(15)	(10)	(13)	(2)	(11)	(7)

Senses: passive Perception 10

Challenge rating: 1/8 (25 XP)

Actions

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

Source: Systems Reference Document

Shroud

Medium undead, neutral evil

Stirge

Armor class: 13 (natural armor)

Hit points: 9 (2d8)

Speed: hover: True ft., walk: 0 ft., fly: 30 ft.

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

Damage immunities: necrotic, poison

Condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive

Perception 10

Languages: Common

Challenge rating: 1/8 (25 XP)

Amorphous. The shroud can move through a space as narrow as 1 inch wide without squeezing.

Shadow Evolution. Shrouds instantly become shadows once they cause a total of 12 damage. Any damage they've suffered is subtracted from the shadow's total hit points or abilities.

Shroud Stealth. When in dim light or darkness, the shroud can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shroud has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) necrotic damage, and the target's Strength score is reduced by one-half that amount. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Source: Tome of Beasts OGL

Stirge

Tiny beast, unaligned

Armor class: 14 (natural armor)

Hit points: 2 (1d4)

Speed: walk: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+3	0	-4	-1	-2
(4)	(16)	(11)	(2)	(8)	(6)

Senses: darkvision 60 ft., passive

Perception 9

Challenge rating: 1/8 (25 XP)

Actions

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Source: Systems Reference Document

Stryx

Tiny monstrosity, neutral

Armor class: 13

Hit points: 10 (4d4)

Speed: walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	0	-1	+2	-2
(3)	(17)	(11)	(8)	(15)	(6)

Senses: darkvision 120 ft., passive

Perception 14

Languages: Common, Elvish

Challenge rating: 1/8 (25 XP)

False Appearance. Until a stryxx speaks or opens its mouth, it is indistinguishable from a normal owl.

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

Innate Spellcasting. the stryxx's innate spellcasting ability is Wisdom. It can cast the following spell, requiring no components:

3/day: comprehend languages

Keen Hearing and Sight. The stryxx has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source: Tome of Beasts OGL

Tribal Warrior

Medium humanoid, any alignment

Armor class: 12 (hide armor)

Hit points: 11 (2d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 10

Languages: any one language

Challenge rating: 1/8 (25 XP)

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

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Source: Systems Reference Document

Wharfling

Tiny beast, unaligned

Armor class: 13

Hit points: 6 (4d4 . 4)

Speed: walk: 30 ft., climb: 30 ft., swim: 20 ft.

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

Senses: darkvision 60 ft., passive

Perception 13

Languages: -

Challenge rating: 1/8 (25 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 10). Until this grapple ends, the wharfling can't use its bite on another target. While the target is grappled, the wharfling's bite attack hits it automatically.

Pilfer. A wharfling that has an opponent grappled at the start of its turn can make a Dexterity (Sleight of Hand) check as a bonus action. The DC for this check equals 10 plus the grappled target's Dexterity modifier. If the check is successful, the wharfling steals some small metallic object from the target, and the theft is unnoticed if the same result equals or exceeds the target's passive Perception. A wharfling flees with its treasure.

Source: Tome of Beasts OGL

Challenge 1/4

Acid Ant*Small monstrosity, unaligned*

Armor class: 13 (natural armor)

Hit points: 13 (3d6+3)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+1	+1	-5	-2	-4
(8)	(13)	(12)	(1)	(7)	(3)

Damage immunities: acid**Senses:** blindsight 60 ft., passive Perception 8**Challenge rating:** 1/4 (50 XP)

Explosive Death. When the ant is reduced to 0 hp, it explodes in a burst of acid. Each creature within 5 feet of the ant must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) acid damage.

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

Actions

Acid Spit. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 5 (2d4) acid damage and the target takes 1 acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the spit.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 2 (1d4) acid damage.

*Source: Creature Codex OGL***Acolyte***Medium humanoid, any alignment*

Armor class: 10

Hit points: 9 (2d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 12**Languages:** any one language (usually Common)**Challenge rating:** 1/4 (50 XP)

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

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

*Source: Systems Reference Document***Alliumite***Small plant, chaotic neutral*

Armor class: 14

Hit points: 18 (4d6+4)

Speed: burrow: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+1	-2	+1	-1
(6)	(18)	(12)	(7)	(12)	(9)

Senses: darkvision 60 ft., passive Perception 13**Languages:** Sylvan**Challenge rating:** 1/4 (50 XP)

Plant Camouflage. The alliumite has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Archaeopteryx

Tearful Stench. Each creature other than an alliumite within 5 feet of the alliumite when it takes damage must succeed on a **DC 13 Constitution** saving throw or be blinded until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Tearful Stench of all alliumites for 1 minute.

Actions

Thorn Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

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

Source: Creature Codex OGL

Archaeopteryx

Tiny beast, unaligned

Armor class: 12 (natural armor)

Hit points: 7 (3d4)

Speed: fly: 50 ft., walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+1	0	-4	+2	-2
(6)	(13)	(10)	(2)	(14)	(6)

Senses: passive Perception 12

Challenge rating: 1/4 (50 XP)

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

Actions

Multiattack. The archaeopteryx makes two attacks: one with its beak and one with its talons.

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

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

Source: Creature Codex OGL

Axe Beak

Large beast, unaligned

Armor class: 11

Hit points: 19 (3d10)

Speed: walk: 50 ft.

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

Senses: passive Perception 10

Challenge rating: 1/4 (50 XP)

Actions

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

Source: Systems Reference Document

Azza Gremlin

Small fey, neutral

Armor class: 14

Hit points: 7 (2d6)

Speed: walk: 10 ft., fly: 40 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
-3	+4	0	+1	+1	0
(5)	(18)	(10)	(12)	(13)	(10)

Damage immunities: lightning, thunder

Senses: darkvision 120 ft., passive Perception 11

Languages: Common, Primordial

Challenge rating: 1/4 (50 XP)

Contagious Lightning. A creature that touches the azza gremlin or hits it with a melee attack using a metal weapon receives a discharge of lightning. The

creature must succeed on a **DC 10 Constitution** saving throw or attract lightning for 1 minute. For the duration, attacks that cause lightning damage have advantage against this creature, the creature has disadvantage on saving throws against lightning damage and lightning effects, and if the creature takes lightning damage, it is paralyzed until the end of its next turn. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Lightning Jolt. Melee or Ranged Spell
Attack: +6 to hit, reach 5 ft. or range 30 ft., one creature. Hit: 3 (**1d6**) lightning damage, and the target is affected by Contagious Lightning.

Source: *Tome of Beasts OGL*

Blink Dog

Medium fey, lawful good

Armor class: 13
Hit points: 22 (**4d8**)
Speed: walk: 40 ft.

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

Senses: passive Perception 10
Languages: Blink Dog, understands Sylvan but can't speak it
Challenge rating: 1/4 (50 XP)

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

Actions

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

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

Source: *Systems Reference Document*

Boar

Medium beast, unaligned

Armor class: 11 (natural armor)
Hit points: 11 (**2d8**)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (13)	0 (11)	+1 (12)	-4 (2)	-1 (9)	-3 (5)

Senses: passive Perception 9
Challenge rating: 1/4 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (**1d6**) slashing damage. If the target is a creature, it must succeed on a **DC 11 Strength** saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Source: *Systems Reference Document*

Clurichaun

Tiny fey, chaotic neutral

Armor class: 14
Hit points: 22 (**4d4 + 12**)
Speed: walk: 30 ft.

Constrictor Snake

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	0	-1	+3
(13)	(12)	(16)	(10)	(8)	(16)

Saving throws: Con +5

Condition immunities: frightened, poisoned

Senses: darkvision 60ft., passive Perception 11

Languages: Common, Elvish, Sylvan

Challenge rating: 1/4 (50 XP)

Clurichaun's Luck. Clurichauns add both their Dexterity and Charisma modifiers to their Armor Class.

Innate Spellcasting. the clurichaun's innate spellcasting ability is Charisma (spell save DC 13). The clurichaun can cast the following spells, requiring only alcohol as a component.

at will: friends, mending, minor illusion, purify food and drink, vicious mockery

1/day each: blur, calm emotions, heroism, sleep, suggestion

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

Actions

Unarmed Strike. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 2 (1 + 1) bludgeoning damage.

Improvised Weapon. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 3 (1d4 + 1) bludgeoning, piercing, or slashing damage, depending on weapon.

Source: Tome of Beasts OGL

Constrictor Snake

Large beast, unaligned

Armor class: 12

Hit points: 13 (2d10)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-5	0	-4
(15)	(14)	(12)	(1)	(10)	(3)

Senses: blindsight 10 ft., passive

Perception 10

Challenge rating: 1/4 (50 XP)

Actions

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Source: Systems Reference Document

Dipsa

Tiny ooze, unaligned

Armor class: 15

Hit points: 27 (6d4 + 12)

Speed: walk: 20 ft., climb: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	+2	-5	-2	-5
(3)	(17)	(14)	(1)	(6)	(1)

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge rating: 1/4 (50 XP)

Swamp Stealth. The dipsa gains an additional +2 (+9 in total) to Stealth in swamp terrain.

Amorphous. The dipsa can move through a space as narrow as 1 inch wide without squeezing.

Discreet Bite. The bite of a dipsa is barely perceptible and the wound is quickly anesthetized. A creature bitten must succeed on a **DC 15 Wisdom** (Perception) check to notice the attack or any damage taken from it.

Translucent. The dipsa can take the Hide action as a bonus action on each of its turns.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 0 ft., one creature in the dipsa's space. Hit: 1 piercing damage, and the dipsa attaches to the target. A creature with a dipsa attached takes 3 (**1d6**) acid damage per round per dipsa, and it must make a successful **DC 12 Constitution** saving throw or have its hit point maximum reduced by an amount equal to the damage taken. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction to a creature's hit point maximum lasts until it is affected by a lesser restoration spell or comparable magic.

Source: *Tome of Beasts OGL*

Draft Horse

Large beast, unaligned

Armor class: 10

Hit points: 19 (**3d10**)

Speed: walk: 40 ft.

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

Senses: passive Perception 10

Challenge rating: 1/4 (50 XP)

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (**2d4 + 4**) bludgeoning damage.

Source: *Systems Reference Document*

Dretch

Small fiend, chaotic evil

Armor class: 11 (natural armor)

Hit points: 18 (**4d6 + 4**)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0	0	+1	-3	-1	-4
(11)	(11)	(12)	(5)	(8)	(3)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: Abyssal, telepathy 60 ft.

(works only with creatures that understand Abyssal)

Challenge rating: 1/4 (50 XP)

Actions

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a **DC 11 Constitution** saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Source: *Systems Reference Document*

Drow

Medium humanoid, neutral evil

Armor class: 15 (chain shirt)

Hit points: 13 (3d8)

Speed: walk: 30 ft.

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

Senses: darkvision 120 ft., passive Perception 12

Languages: Elvish, Undercommon

Challenge rating: 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: dancing lights 1/day each: darkness, faerie fire

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

Actions

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Source: *Systems Reference Document*

Dust Goblin

Small humanoid, neutral evil

Armor class: 14 (leather armor)

Hit points: 5 (1d6 + 2)

Speed: walk: 40 ft.

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

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge rating: 1/4 (50 XP)

Twisted. When the dust goblin attacks a creature from hiding, its target must make a successful **DC 10 Wisdom** saving throw or be frightened until the end of its next turn.

Actions

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

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

Source: *Tome of Beasts OGL*

Elk

Large beast, unaligned

Armor class: 10

Hit points: 13 (2d10)

Speed: walk: 50 ft.

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

Senses: passive Perception 10

Challenge rating: 1/4 (50 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a **DC 13 Strength** saving throw or be knocked prone.

Actions

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

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

Source: Systems Reference Document

Erina Scrounger

Small humanoid, neutral

Armor class: 12 (leather armor)
Hit points: 22 (4d6 + 8)
Speed: walk: 20 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+1	+2	+1	0	0
(9)	(12)	(14)	(13)	(10)	(11)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Erina
Challenge rating: 1/4 (50 XP)

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

Hardy. The erina has advantage on saving throws against poison.

Spines. An enemy who hits the erina with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

Actions

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source: Tome of Beasts OGL

Exploding Toad

Tiny monstrosity, chaotic evil

Armor class: 12 (natural armor)
Hit points: 2 (1d4)
Speed: swim: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+1	0	-3	-1	-4
(1)	(13)	(11)	(4)	(8)	(3)

Damage immunities: fire

Senses: darkvision 30 ft., passive Perception 9

Languages: understands Goblin but can't speak

Challenge rating: 1/4 (50 XP)

Amphibious. The toad can breathe air and water.

Final Croak. When the toad is reduced to 0 hp, it explodes in a 10-foot-radius sphere. Each creature in the area must make a **DC 11 Dexterity** saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Mad Hopping. Ranged attacks against the toad have disadvantage.

Selective Immunity. When an attack or effect deals fire damage to the toad, the toad can choose to take the fire damage as if it were not immune.

Standing Leap. The toad's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Flying Sword

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

Source: *Creature Codex OGL*

Flying Sword

Small construct, unaligned

Armor class: 17 (natural armor)
Hit points: 17 (5d6)
Speed: hover: True ft., walk: 0 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	-5	-3	-5
(12)	(15)	(11)	(1)	(5)	(1)

Saving throws: Dex +4

Damage immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Challenge rating: 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

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

Source: *Systems Reference Document*

Garroter Crab

Tiny beast, unaligned

Armor class: 13 (natural armor)
Hit points: 18 (4d4 + 8)
Speed: walk: 30 ft., swim: 20 ft.

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

Damage immunities: psychic

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 10

Languages: -

Challenge rating: 1/4 (50 XP)

Amphibious. The crab can breathe air and water.

Actions

Whip-claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage, and the target is grappled (escape DC 8). While grappled, the target cannot speak or cast spells with verbal components.

Source: *Tome of Beasts OGL*

Giant Badger

Medium beast, unaligned

Armor class: 10
Hit points: 13 (2d8)
Speed: walk: 30 ft., burrow: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+1	0	+2	-4	+1	-3
(13)	(10)	(15)	(2)	(12)	(5)

Senses: darkvision 30 ft., passive Perception 11

Challenge rating: 1/4 (50 XP)

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

Actions

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

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Source: Systems Reference Document

Giant Bat

Large beast, unaligned

Armor class: 13

Hit points: 22 (4d10)

Speed: walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	0	-4	+1	-2
(15)	(16)	(11)	(2)	(12)	(6)

Senses: blindsight 60 ft., passive Perception 11

Challenge rating: 1/4 (50 XP)

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

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

Actions

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

Source: Systems Reference Document

Giant Centipede

Small beast, unaligned

Armor class: 13 (natural armor)

Hit points: 4 (1d6)

Speed: walk: 30 ft., climb: 30 ft.

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

Senses: blindsight 30 ft., passive Perception 8

Challenge rating: 1/4 (50 XP)

Actions

Bite. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source: Systems Reference Document

Giant Frog

Medium beast, unaligned

Armor class: 11

Hit points: 18 (4d8)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	0	-4	0	-4
(12)	(13)	(11)	(2)	(10)	(3)

Senses: darkvision 30 ft., passive Perception 12

Challenge rating: 1/4 (50 XP)

Amphibious. The frog can breathe air and water

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

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and the target is grappled (escape

Giant Lizard

DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

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) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

Source: *Systems Reference Document*

Giant Lizard

Large beast, unaligned

Armor class: 12 (natural armor)

Hit points: 19 (3d10)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	-4	0	-3
(15)	(12)	(13)	(2)	(10)	(5)

Senses: darkvision 30 ft., passive

Perception 10

Challenge rating: 1/4 (50 XP)

Variant: Hold Breath. The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)

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

Actions

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

Source: *Systems Reference Document*

Giant Owl

Large beast, neutral

Armor class: 12

Hit points: 19 (3d10)

Speed: walk: 5 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-1	+1	0
(13)	(15)	(12)	(8)	(13)	(10)

Senses: darkvision 120 ft., passive

Perception 15

Languages: Giant Owl, understands Common, Elvish, and Sylvan but can't speak

Challenge rating: 1/4 (50 XP)

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

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Source: *Systems Reference Document*

Giant Poisonous Snake

Medium beast, unaligned

Armor class: 14

Hit points: 11 (2d8)

Speed: walk: 30 ft., swim: 30 ft.

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

Senses: blindsight 10 ft., passive

Perception 12

Challenge rating: 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 **Constitution** saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Giant Wolf Spider

Medium beast, unaligned

Armor class: 13

Hit points: 11 (2d8)

Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	-4	+1	-3
(12)	(16)	(13)	(3)	(12)	(4)

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Challenge rating: 1/4 (50 XP)

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

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

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

Actions

Bite. Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 **Constitution** saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source: Systems Reference Document

Goblin

Small humanoid, neutral evil

Armor class: 15 (leather armor, shield)

Hit points: 7 (2d6)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge rating: 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Systems Reference Document

Goreling

Small undead, unaligned

Armor class: 12

Hit points: 11 (2d6+4)

Speed: walk: 20 ft.

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

Damage immunities: necrotic, poison

Condition immunities: poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Challenge rating: 1/4 (50 XP)

Grimlock

Bloodthirsty. If 6 or more gorelings are within 30 feet of one another, they become frenzied and their attacks deal an extra 2 (1d4) necrotic damage.

Swarming. Up to five gorelings can occupy the same space.

Actions

Slam. Melee Weapon Attack: 4 to hit, reach 5 ft., one target. Hit: 4 (*1d4 + 2*) bludgeoning damage plus 2 (*1d4*) necrotic damage. + Reactions

Multiplying. When a goreling is hit but not reduced to 0 hp, it splits into two new gorelings. Each new goreling has 1 hp, doesn't have this reaction, and is one size smaller than the original goreling.

Source: *Creature Codex OGL*

Grimlock

Medium humanoid, neutral evil

Armor class: 11
Hit points: 11 (2d8 + 2)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-1	-1	-2
(16)	(12)	(12)	(9)	(8)	(6)

Condition immunities: blinded
Senses: blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13
Languages: Undercommon
Challenge rating: 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Source: *Systems Reference Document*

Hair Golem

Small construct, unaligned

Armor class: 13
Hit points: 13 (3d6+3)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+1	-4	-1	-5
(10)	(17)	(13)	(3)	(8)	(1)

Damage immunities: poison, psychic
Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: understands the languages of its creator but can't speak
Challenge rating: 1/4 (50 XP)

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

Actions

Lash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. The target must succeed on a DC 11 Dexterity saving throw or be knocked prone.

Source: *Creature Codex OGL*

Inkling

Tiny construct, unaligned

Armor class: 12
Hit points: 10 (4d4)
Speed: walk: 20 ft.

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

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 11

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

Challenge rating: 1/4 (50 XP)

Amorphous. The inkling can move through a space as narrow as 1 inch wide without squeezing.

A Thirst for Knowledge. If an inkling spends 24 hours with a spellbook or a spell scroll, it can learn the magic of one 2nd-level or lower spell, erasing and absorbing all the ink and magic used to inscribe the spell. The inkling can then cast the spell once per day.

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

Innate Spellcasting. The inkling's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring only somatic components: At will: fire bolt, mending, minor illusion, prestidigitation 1/day each: color spray, detect magic, magic missile

Actions

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

Source: *Creature Codex OGL*

Kalke

Small fiend, neutral evil

Armor class: 14 (natural armor)
Hit points: 9 (2d6 + 2)
Speed: walk: 30 ft., climb: 30 ft.

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

Senses: darkvision 120 ft., passive Perception 10

Languages: Abyssal, Common, Infernal
Challenge rating: 1/4 (50 XP)

Extinguish Flames. Kalkes can extinguish candles, lamps, lanterns and low-burning campfires within 120 feet as a bonus action.

Detect Spellcasting. Kalkes can sense spellcasting in a 5-mile radius, as long as the effect is not innate.

Magic Resistance. Kalkes have advantage on saving throws against spells and magical effects.

Actions

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

Source: *Tome of Beasts OGL*

Lemurfolk

Small humanoid, neutral

Armor class: 13
Hit points: 14 (4d6)
Speed: walk: 20 ft., climb: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	0	+1	0	-1
(10)	(15)	(11)	(12)	(10)	(8)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Lemurfolk
Challenge rating: 1/4 (50 XP)

Living Shade

Silent Glide. The lemurfolk can glide for 1 minute, making almost no sound. It gains a fly speed of 40 feet, and it must move at least 20 feet on its turn to keep flying. A gliding lemurfolk has advantage on Dexterity (Stealth) checks.

Sneak Attack (1/Turn). The lemurfolk deals an extra 3 (1d6) damage when it hits with a weapon attack and it has advantage, or when the target is within 5 feet of an ally of the lemurfolk that isn't incapacitated and the lemurfolk doesn't have disadvantage on the attack roll.

Actions

Kukri Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., 20/60 range, one target. Hit: 4 (1d4 + 2) piercing damage.

Blowgun. Ranged Weapon Attack: +4 to hit, range 25/100 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1d4 hours. Another creature can use an action to shake the target awake and end its unconsciousness but not the poisoning.

Source: *Tome of Beasts OGL*

Living Shade

Medium fey, neutral

Armor class: 12
Hit points: 18 (4d8)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	-1	0	+1
(6)	(14)	(10)	(9)	(10)	(12)

Damage immunities: necrotic, poison
Condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft., passive Perception 10
Languages: understands Common but

can't speak

Challenge rating: 1/4 (50 XP)

Amorphous. The living shade can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the living shade can take the Hide action as a bonus action.

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

Actions

Shadow Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) cold damage.

Source: *Creature Codex OGL*

Living Wick

Small construct, unaligned

Armor class: 13 (natural armor)
Hit points: 28 (8d6)
Speed: walk: 20 ft.

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

Damage immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses: sight 20 ft. (blind beyond the radius of its own light), passive Perception 10

Languages: shares a telepathic link with the individual that lit its wick

Challenge rating: 1/4 (50 XP)

Controlled. Living wicks cannot move, attack, or perform actions when they are not lit. Living wicks only respond to the

telepathic commands of the individual that lit them.

Light. Activated living wicks produce light as a torch.

Melting. A living wick loses one hit point for every 24 hours it remains lit.

Actions

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

Consume Self. A living wick can be commanded to rapidly burn through the remains of its wick, creating a devastating fireball. All creatures within 20 feet of the living wick take 7 (2d6) fire damage, or half damage with a successful DC 13 Dexterity saving throw. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried. The wick is reduced to a lifeless puddle of wax.

Source: *Tome of Beasts OGL*

Map Mimic

Tiny aberration, neutral

Armor class: 14 (natural armor)

Hit points: 32 (5d8 + 10)

Speed: walk: 30 ft., fly: 15 ft.

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

Damage immunities: acid

Condition immunities: prone

Senses: darkvision 60 ft., passive

Perception 14

Languages: -

Challenge rating: 1/4 (50 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it

is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Constrict Face. When a map mimic touches a Medium or smaller creature or vice versa, it adheres to the creature, enveloping the creature's face and covering its eyes and ears and airways (escape DC 13). The target creature is immediately blinded and deafened, and it begins suffocating at the beginning of the mimic's next turn.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Mimic Page. The mimic can disguise itself as any tiny, flat object: a piece of leather, a plate, not only a map. In any form, a map mimic can make a map on its skin leading to its mother mimic.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the mimic is in object form, the target is subjected to its Constrict Face trait.

Source: *Tome of Beasts OGL*

Morko

Small fey, chaotic evil

Armor class: 12

Hit points: 17 (5d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	+1	0	-1
(12)	(15)	(11)	(12)	(10)	(8)

Damage immunities: fire, poison

Senses: passive Perception 12

Languages: Elvish, Sylvan

Challenge rating: 1/4 (50 XP)

Necrotic Tick

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

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Disdainful Eye (Recharge 6). The morko fixes its gaze on a creature it can see within 30 feet. The target must make a **DC 13 Wisdom** saving throw or become cursed with ill manners, taking disadvantage on all ability checks and saving throws based on

Charisma. The curse lasts until removed by the remove curse spell or other magic, or until the creature drinks a pitcher of curdled milk.

Shrink (Recharges after a Short or Long Rest). For 1 minute, the morko magically decreases in size, along with anything it is wearing or carrying. While shrunken, the morko is Tiny, halves its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with disadvantage. If the morko lacks the room to grow back to its regular size, it attains the maximum size possible in the space available.

Source: *Creature Codex OGL*

Necrotic Tick

Tiny beast, unaligned

Armor class: 15 (natural armor)

Hit points: 3 (1d4+1)

Speed: climb: 10 ft., walk: 10 ft.

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

Saving throws: Con +3

Senses: darkvision 60 ft., passive

Perception 11

Challenge rating: 1/4 (50 XP)

Necrotic Regeneration. While attached to a living host, a necrotic tick leaks negative energy into the host's bloodstream, quickly closing over the creature's wounds with scabrous, necrotic flesh. If the host doesn't already have regeneration, it regains 2 hp at the start of its turn if it has at least 1 hit point. Track how many "necrotic hp" a host recovers via Necrotic Regeneration. Magical healing reverses the necrosis and subtracts an equal number of necrotic hp from those accumulated. When the necrotic hp equal the host's hit point maximum, the host becomes a zombie.

Ride Host. When a necrotic tick's living host has lost three-quarters of its maximum hp from Blood Drain, the tick's toxins fill the host with an unnatural desire to approach other living beings. When a suitable creature is within 5 feet, the tick incites a sudden rage in the host, riding the current host to a new host. The current host must succeed on a **DC 13 Wisdom** saving throw or it attempts to grapple a living creature within 5 feet of it as a reaction. The host can re-attempt this saving throw at the end of each turn that it suffers damage from the necrotic tick's Blood Drain.

Actions

Blood Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the tick attaches to the target. While attached, the necrotic tick doesn't attack. Instead, at the start of each of the tick's turns, the target loses 5 (1d4 + 3) hp due to blood loss. The target must make a **DC 13 Wisdom** saving throw. If it fails, it is affected by the tick's toxins and doesn't attempt to remove the tick. The host will even replace a dislodged tick unless prevented from doing so for 1 minute, after which the tick's influence fades.

The tick can detach itself by spending 5 feet of its movement. It does so when seeking a new host or if the target dies. A creature, including the target, can use its action to detach the tick. When a necrotic tick detaches, voluntarily or otherwise, its host takes 1 necrotic damage.

Source: *Creature Codex OGL*

Panther

Medium beast, unaligned

Armor class: 12

Hit points: 13 (3d8)

Speed: walk: 50 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	0	-4	+2	-2
(14)	(15)	(10)	(3)	(14)	(7)

Senses: passive Perception 14

Challenge rating: 1/4 (50 XP)

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

Pounce. If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 12 Strength** saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

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

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

Source: *Systems Reference Document*

Paper Golem

Tiny construct, unaligned

Armor class: 13

Hit points: 7 (2d4+2)

Speed: fly: 30 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	-4	-2	-4
(8)	(16)	(12)	(3)	(7)	(3)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 30 ft., passive perception 8

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

Challenge rating: 1/4 (50 XP)

False Appearance. While the paper golem remains motionless, it is indistinguishable from an ordinary sheet of paper.

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

Ink Blot (Recharge 4-6). As a bonus action, the paper golem applies ink to itself. The next time it hits a creature with a paper cut attack, the creature must make a **DC 13 Constitution** saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

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

Actions

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

Source: *Creature Codex OGL*

Pseudodragon

Tiny dragon, neutral good

Armor class: 13 (natural armor)

Hit points: 7 (2d4 + 2)

Speed: walk: 15 ft., fly: 60 ft.

Ramag

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	0	+1	0
(6)	(15)	(13)	(10)	(12)	(10)

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: understands Common and Draconic but can't speak

Challenge rating: 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Variant: Familiar. The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

Actions

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

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a **DC 11 Constitution** saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or

another creature uses an action to shake it awake.

Source: Systems Reference Document

Ramag

Medium humanoid, neutral

Armor class: 13 (leather armor)

Hit points: 27 (6d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	0	+3	+1	0
(9)	(14)	(10)	(16)	(12)	(11)

Senses: passive Perception 13

Languages: Common

Challenge rating: 1/4 (50 XP)

Magic Resistance. The ramag has advantage on saving throws against spells or other magical effects.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Tome of Beasts OGL

Ratfolk

Small humanoid, neutral

Armor class: 14 (studded leather armor)

Hit points: 7 (2d6)

Speed: walk: 25 ft., swim: 10 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	+2	0	0
(7)	(15)	(11)	(14)	(10)	(10)

Senses: darkvision 60 ft., passive Perception 12

Languages: Common
 Challenge rating: 1/4 (50 XP)

Nimbleness. The ratfolk can move through the space of any creature size Medium or larger.

Pack Tactics. The ratfolk has advantage on its attack roll against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally is capable of attacking.

Actions

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

Light crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source: *Tome of Beasts OGL*

Red-Banded Line Spider

Tiny beast, unaligned

Armor class: 13
 Hit points: 2 (1d4)
 Speed: walk: 30 ft., climb: 30 ft.

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

Damage immunities: psychic
Condition immunities: charmed, frightened
Senses: darkvision 60 ft., passive Perception 12
Languages: -
Challenge rating: 1/4 (50 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 **Constitution** saving throw or take 3 (1d6) poison damage and be poisoned until the start of the spider's next turn. The target fails the saving throw automatically and takes an extra 1d6 poison damage if it is bitten by another red-banded line spider while poisoned this way.

Swingline. Ranged Weapon Attack: +5 to hit, range 60 ft., one target. Hit: the spider immediately moves the full length of the webbing (up to 60 feet) to the target and delivers a bite with advantage. This attack can be used only if the spider is higher than its target and at least 10 feet away.

Source: *Tome of Beasts OGL*

Riding Horse

Large beast, unaligned

Armor class: 10
 Hit points: 13 (2d10)
 Speed: walk: 60 ft.

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

Senses: passive Perception 10
Challenge rating: 1/4 (50 XP)

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Source: *Systems Reference Document*

Rimewing

Small beast, unaligned

Roachling Skirmisher

Armor class: 12

Hit points: 22 (5d6+5)

Speed: fly: 30 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	-4	0	-2
(11)	(14)	(12)	(3)	(10)	(7)

Damage immunities: cold

Senses: darkvision 60 ft., passive Perception 12

Challenge rating: 1/4 (50 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Frosted Wings (1/Day). A 20-foot radius cloud of colorful ice crystals extends from the rimewing. Each creature in that area must succeed on a DC 10 Wisdom saving throw or be charmed by the rimewing for 1 minute. While charmed by the rimewing, a creature is incapacitated and must move up to its speed toward the rimewing at the start of its turn, stopping when it is 5 feet away. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: Creature Codex OGL

Roachling Skirmisher

Small humanoid, chaotic neutral

Armor class: 13 (natural armor)

Hit points: 7 (2d6)

Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	0	0	-1	-1
(10)	(14)	(11)	(10)	(9)	(8)

Saving throws: Dex +4 Con +2

Senses: darkvision 60 ft., tremorsense 10 ft., passive Perception 9

Languages: Common

Challenge rating: 1/4 (50 XP)

Resistant. The roachling skirmisher has advantage on Constitution saving throws.

Unlovely. The skirmisher has disadvantage on Performance and Persuasion checks in interactions with nonroachlings.

Actions

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

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: Tome of Beasts OGL

Shadow Fey

Medium humanoid, lawful evil

Armor class: 15 (chain shirt)

Hit points: 31 (7d8)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Elvish, Umbral

Challenge rating: 1/4 (50 XP)

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

Innate Spellcasting. the shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

1/day: misty step (when in shadows, dim light, or darkness only)

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Tome of Beasts OGL

Skeleton

Medium undead, lawful evil

Armor class: 13 (armor scraps)

Hit points: 13 (2d8 + 4)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	-2	-1	-3
(10)	(14)	(15)	(6)	(8)	(5)

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 9

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

Challenge rating: 1/4 (50 XP)

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Systems Reference Document

Skull Lantern

Tiny undead, unaligned

Armor class: 13

Hit points: 14 (4d4+4)

Speed: fly: 30 ft., hover: True ft., walk: 0 ft.

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

Saving throws: Dex +5

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious

Senses: passive Perception 8

Challenge rating: 1/4 (50 XP)

Flare. When immersed in magical darkness, a skull lantern emits a brilliant flash of light powerful enough to dispel magical darkness in a 30-foot-radius sphere centered on itself, illuminating the area with bright light for 1d4 rounds. Afterwards, the light winks out and the skull falls to the ground, inert. In one week, the skull lantern has a 50% chance of becoming active again, though failure to do so means it will never reanimate.

Illumination. The skull lantern sheds bright light in a 20-foot-radius and dim light for an additional 20 feet.

Undead Fortitude. If damage reduces the skull to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skull drops to 1 hp instead.

Actions

Snow Cat

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

Fire Beam (Recharge 6). The skull lantern opens its mouth, releasing a searing beam of light in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Snow Cat

Medium beast, unaligned

Armor class: 12

Hit points: 13 (3d8)

Speed: climb: 40 ft., walk: 50 ft.

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

Senses: passive Perception 14

Challenge rating: 1/4 (50 XP)

Keen Senses. The snow cat has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Stalker. If the snow cat surprises a creature and hits it with a bite attack, the target is grappled (escape DC 12) if it is a Medium or smaller creature.

Snow Camouflage. The snow cat has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

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

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

Source: Creature Codex OGL

Sootwing

Small beast, unaligned

Armor class: 11

Hit points: 13 (3d6+3)

Speed: fly: 30 ft., walk: 25 ft.

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

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 12

Challenge rating: 1/4 (50 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Sooty Wings (1/Day). A 20-foot radius cloud of smoldering ash disperses from the sootwing. Each creature in that area must make a DC 11 Constitution saving throw. On a failure, a creature takes 4 (1d8) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Source: Creature Codex OGL

Sprite

Tiny fey, neutral good

Armor class: 15 (leather armor)

Hit points: 2 (1d4)

Speed: walk: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+4	0	+2	+1	0
(3)	(18)	(10)	(14)	(13)	(11)

Senses: passive Perception 13
Languages: Common, Elvish, Sylvan
Challenge rating: 1/4 (50 XP)

Actions

Longsword. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a **DC 10 Constitution** saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a **DC 10 Charisma** saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the 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). Any equipment the sprite wears or carries is invisible with it.

Source: Systems Reference Document

Steam Mephit

Small elemental, neutral evil

Armor class: 10
 Hit points: 21 (6d6)
 Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-3 (5)	0 (11)	0 (10)	0 (11)	0 (10)	+1 (12)

Damage immunities: fire, poison
Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 10
Languages: Aquan, Ignan
Challenge rating: 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephit must succeed on a **DC 10 Dexterity** saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a **DC 10 Dexterity** saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Suturefly

Tiny beast, unaligned

Armor class: 14
 Hit points: 7 (3d4)
 Speed: hover: True ft., walk: 10 ft., fly: 40 ft.

Swamp Adder

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

Senses: darkvision 60 ft., passive Perception 11

Languages: -

Challenge rating: 1/4 (50 XP)

Camouflage. A suturefly in forest surroundings has advantage on Dexterity (Stealth) checks.

Detect Blasphemy. The most common variety of suturefly attacks any creature that blasphemes aloud, which it can detect at a range of 100 feet unless the blasphemer makes a successful **DC 13 Charisma** saving throw.

Actions

Sew. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the suturefly sews the target's mouth, nose, or eye closed. With supernatural speed, the suturefly repeatedly pierces the target's face, each time threading a loop of the target's own skin through the previous hole. These skin loops rapidly blacken, shrink, and draw the orifice tightly closed. It takes two actions and a sharp blade to sever the loops and reopen the orifice, and the process causes intense pain and 2 slashing damage. A victim whose mouth and nose have been sewn shut begins suffocating at the start of his or her next turn.

Source: Tome of Beasts OGL

Swamp Adder

Small beast, unaligned

Armor class: 13

Hit points: 18 (4d6 + 4)

Speed: walk: 30 ft.

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

Senses: blindsight 10 ft., passive Perception 10

Languages: -

Challenge rating: 1/4 (50 XP)

Swamp Camouflage. The swamp adder has advantage on Dexterity (Stealth) checks while in swamp terrain.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a successful DC 11 saving throw or become poisoned. While poisoned this way, the target is paralyzed and takes 3(1d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Source: Tome of Beasts OGL

Swarm of Bats

Medium swarm of Tiny beasts, unaligned

Armor class: 12

Hit points: 22 (5d8)

Speed: walk: 0 ft., fly: 30 ft.

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

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 60 ft., passive Perception 11

Challenge rating: 1/4 (50 XP)

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

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

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

Actions

Bites. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Source: Systems Reference Document

Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor class: 10
Hit points: 24 (7d8)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1 (9)	0 (11)	-1 (9)	-4 (2)	0 (10)	-4 (3)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: darkvision 30 ft., passive Perception 10
Challenge rating: 1/4 (50 XP)

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

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

Actions

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Source: Systems Reference Document

Swarm of Ravens

Medium swarm of Tiny beasts, unaligned

Armor class: 12
Hit points: 24 (7d8)
Speed: walk: 10 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-2 (6)	+2 (14)	-1 (8)	-4 (3)	+1 (12)	-2 (6)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: passive Perception 15
Challenge rating: 1/4 (50 XP)

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

Actions

Beaks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Source: Systems Reference Document

Treacle

Tiny ooze, unaligned

Armor class: 13 (natural armor)
Hit points: 22 (4d4 + 12)
Speed: walk: 15 ft., climb: 10 ft.

Violet Fungus

STR	DEX	CON	INT	WIS	CHA
-3	-2	+3	-5	-5	0
(4)	(6)	(17)	(1)	(1)	(10)

Senses: blindsight 60 ft., passive Perception 10

Languages: -

Challenge rating: 1/4 (50 XP)

Amorphous. The treacle can move through a space as narrow as 1 inch wide without squeezing.

Charming Presence. The treacle has an uncanny ability to sense and to play off of another creature's emotions. It uses Charisma (Deception) to oppose Wisdom (Insight or Perception) skill checks made to see through its ruse, and it has advantage on its check.

Actions

Reshape. The treacle assumes the shape of any tiny creature or object. A reshaped treacle gains the movement of its new form but no other special qualities.

Blood Drain (1/hour). A treacle touching the skin of a warm-blooded creature inflicts 4 (1d8) necrotic damage per hour of contact, and the victim's maximum hit points are reduced by the same number. Blood is drained so slowly that the victim doesn't notice the damage unless he or she breaks contact with the treacle (sets it down or hands it to someone else, for example). When contact is broken, the victim notices blood on his or her skin or clothes with a successful DC 13 Wisdom (Perception) check.

Source: Tome of Beasts OGL

Violet Fungus

Medium plant, unaligned

Armor class: 5

Hit points: 18 (4d8)

Speed: walk: 5 ft.

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

Condition immunities: blinded, deafened, frightened

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 6

Challenge rating: 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 4 (1d8) necrotic damage.

Source: Systems Reference Document

Witchlight

Tiny construct, neutral

Armor class: 14

Hit points: 10 (4d4)

Speed: fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+4	0	0	+1	-2
(1)	(18)	(10)	(10)	(13)	(7)

Damage immunities: poison, radiant

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: understands the language of its creator but can't speak

Challenge rating: 1/4 (50 XP)

Dispel Magic Weakness. Casting dispel magic on a witchlight paralyzes it for 1d10 rounds.

Luminance. A witchlight normally glows as brightly as a torch. The creature can dim itself to the luminosity of a candle, but it cannot extinguish its light. Because of its glow, the witchlight has disadvantage on Dexterity (Stealth) checks.

Thin As Light. While a witchlight is not incorporeal, it can pass through any opening that light can.

Actions

Light Ray. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. Hit: 6 (1d4 + 4) radiant damage.

Flash (Recharge 5-6). The witchlight emits a bright burst of light that blinds all sighted creatures within 30 feet for 1d4 rounds unless they succeed on a DC 10 Constitution saving throw.

Source: *Tome of Beasts OGL*

Wolf

Medium beast, unaligned

Armor class: 13 (natural armor)

Hit points: 11 (2d8)

Speed: walk: 40 ft.

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

Senses: passive Perception 13

Challenge rating: 1/4 (50 XP)

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Source: *Systems Reference Document*

Wolpertinger

Tiny monstrosity, unaligned

Armor class: 13

Hit points: 9 (2d4+4)

Speed: burrow: 10 ft., fly: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+2	-3	+1	-2
(6)	(16)	(14)	(5)	(12)	(6)

Senses: darkvision 60 ft., passive Perception 11

Challenge rating: 1/4 (50 XP)

Charge. If the wolpertinger moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2 (1d4) piercing damage.

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

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

Actions

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

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

Keening (Recharge 6). The wolpertinger emits a piercing shriek. Each creature within 30 feet that can hear the

wolpertinger must succeed on a **DC 13 Constitution** saving throw or be deafened for 1 minute. A beast with an Intelligence of 4 or lower that is in the area must also succeed on a **DC 13 Wisdom** saving throw or be frightened until the beginning of its next turn.

Source: *Creature Codex OGL*

Xanka

Small construct, unaligned

Armor class: 15 (natural armor)

Hit points: 18 (**4d6 + 4**)

Speed: walk: 25 ft., climb: 15 ft.

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

Condition immunities: charmed, exhaustion, frightened,

Senses: blindsight 120 ft., passive Perception 10

Languages: Understands the languages of its creator but can't

Challenge rating: 1/4 (50 XP)

Ingest Weapons. When the xanka is hit by a melee weapon and the final, adjusted attack roll is 19 or less, the weapon gains a permanent -1 penalty to damage rolls, after inflicting damage for this attack. If the penalty reaches -5, the weapon is destroyed. Even magic weapons are subject to this effect.

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

Constructed Nature. A xanka doesn't require air, food, drink, or sleep.

Actions

Absorb. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (**1d8 + 2**) force damage, and the xanka regains hit points equal to the damage caused by its attack. In addition, a living creature hit by this

attack must make a successful **DC 12 Dexterity** saving throw or suffer a gaping wound that causes 2 (**1d4**) necrotic damage at the end of each of the creature's turns until the wound is treated with magical healing or with a successful **DC 10 Intelligence** (Medicine) check. If a creature who fails this saving throw is wearing armor or using a shield, the creature can choose to prevent the necrotic damage by permanently reducing the AC of its armor or shield by 1 instead.

Source: *Tome of Beasts OGL*

Zombie

Medium undead, neutral evil

Armor class: 8

Hit points: 22 (**3d8 + 9**)

Speed: walk: 20 ft.

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

Saving throws: Wis +0

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

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

Challenge rating: 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Source: *Systems Reference Document*

Challenge 1/2

Alehouse Drake*Tiny dragon, chaotic neutral*

Armor class: 13

Hit points: 65 (10d4 + 40)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+4	0	+1	+3
(7)	(16)	(19)	(11)	(12)	(16)

Saving throws: Dex +5**Condition immunities:** paralyzed, unconscious**Senses:** darkvision 60 ft., passive

Perception 11

Languages: Common, Draconic**Challenge rating:** 1/2 (100 XP)

Innate Spellcasting. the drake's innate casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: friends, vicious mockery

5/day each: calm emotions, dissonant whispers, ray of sickness, hideous laughter

3/day each: confusion, invisibility

Forgetful Spellcasting. When a creature fails an Intelligence, Wisdom, or Charisma saving throw against a spell cast by an alehouse drake, the creature immediately forgets the source of the spellcasting.

Actions

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

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Breath Weapon (Recharge 5-6). An alehouse drake can burp a cloud of intoxicating gas

in a 15-foot cone. A creature caught in the cloud becomes poisoned for 1 minute and must make a successful DC 14

Constitution saving throw or become stunned for 1d6 rounds.

Discombobulating Touch. An alehouse drake can make a touch attack that grants its target +3 to Dexterity-based skill checks and melee attacks but also induces confusion as per the spell. This effect lasts for 1d4 rounds. A successful DC 13 **Charisma** saving throw negates this effect.

*Source: Tome of Beasts OGL***Alkonost***Small monstrosity, neutral*

Armor class: 12

Hit points: 17 (5d6)

Speed: fly: 40 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	0	-2	+2	+1
(11)	(14)	(10)	(7)	(14)	(13)

Senses: darkvision 60 ft., passive

Perception 12

Languages: Common**Challenge rating:** 1/2 (100 XP)

One with Wind. An alkonost is immune to the effects of magical and natural wind, including effects that would force it to move, impose disadvantage on Wisdom (Perception) checks, or force it to land when flying. In addition, its weapon attacks do an extra 2 (1d4) lightning damage if it is within 1 mile of a lightning storm.

Actions

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

Charged Melody (Recharge 6). The alkonost sings a beautiful melody. Each creature

within 30 feet of it that can hear the melody must succeed on a **DC 12 Charisma** saving throw or take 7 (2d6) lightning damage the next time it moves.

Source: *Creature Codex OGL*

Alseid

Medium monstrosity, chaotic neutral

Armor class: 14 (leather armor)

Hit points: 49 (9d8 + 9)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (13)	+3 (17)	+1 (12)	-1 (8)	+3 (16)	-1 (8)

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Elvish, Sylvan

Challenge rating: 1/2 (100 XP)

Woodfriend. When in a forest, alseid leave no tracks and automatically discern true north.

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

Source: *Tome of Beasts OGL*

Ape

Medium beast, unaligned

Armor class: 12

Hit points: 19 (3d8)

Speed: walk: 30 ft., climb: 30 ft.

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

Senses: passive Perception 13

Challenge rating: 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

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

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Source: *Systems Reference Document*

Beggar Ghoul

Medium undead, chaotic evil

Armor class: 12

Hit points: 13 (3d8)

Speed: walk: 30 ft.

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

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Undercommon

Challenge rating: 1/2 (100 XP)

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

Savage Hunger. A beggar ghoul that hits with its bite attack against a creature that hasn't acted yet in this combat scores a critical hit.

Black Bear

Actions

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

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 10 Constitution** saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Black Bear

Medium beast, unaligned

Armor class: 11 (natural armor)

Hit points: 19 (3d8)

Speed: walk: 40 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+2	-4	+1	-2
(15)	(10)	(14)	(2)	(12)	(7)

Senses: passive Perception 13

Challenge rating: 1/2 (100 XP)

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

Actions

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

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Source: *Systems Reference Document*

Bone Crab

Small beast, neutral

Armor class: 13 (natural armor)

Hit points: 33 (6d6 + 12)

Speed: walk: 20 ft., swim: 10 ft.

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

Senses: darkvision 60 ft., passive

Perception 13

Languages: -

Challenge rating: 1/2 (100 XP)

Amphibious. The bone crab can breathe air and water.

Bone Camouflage. A bone crab has advantage on Dexterity (Stealth) checks while it's among bones.

Hive Mind. A bone crab can communicate perfectly with all other bone crabs within 100 feet of it. If one is aware of danger, they all are.

Leap. Bone crabs have incredibly powerful legs and can leap up to 10 feet straight ahead or backward as part of its movement; this counts as withdraw action when moving away from a foe.

Actions

Multiattack. The bone crab makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

White Ghost Shivers. A living creature that is injured by or makes physical contact with a creature carrying the white ghost shivers must succeed on a **DC 11 Constitution** saving throw at the end of the encounter to avoid becoming infected. This disease manifests after 24 hours, beginning as a mild chill, but increasingly severe after a

day, accompanied by a fever. Hallucinations are common, and the fright they induce lends the disease its name. At onset, the infected creature gains two levels of exhaustion that cannot be removed until the disease is cured by lesser restoration, comparable magic, or rest. The infected creature makes another **DC 11 Constitution** saving throw at the end of each long rest; a successful save removes one level of exhaustion. If the saving throw fails, the disease persists. If both levels of exhaustion are removed by successful saving throws, the victim has recovered naturally.

Source: *Tome of Beasts OGL*

Boot Grabber

Small aberration, neutral

Armor class: 11
Hit points: 22 (4d6+8)
Speed: walk: 20 ft.

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

Condition immunities: prone
Senses: blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 13
Languages: understands Void Speech but can't speak
Challenge rating: 1/2 (100 XP)

Adhesive. The boot grabber adheres to anything that touches it. A Large or smaller creature adhered to the boot grabber is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Amorphous. The boot grabber can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the boot grabber remains motionless, it is indistinguishable from a dirty puddle of water.

Actions

Adhesive Hands. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage and the target is subjected to its Adhesive trait. Until this grapple ends, the target is restrained, and the boot grabber can't make adhesive hands attacks against other targets.

Unearthly Hum. The boot grabber targets one creature it can see within 60 feet of it. It emits a high frequency humming noise which can only be heard by the target. The target must succeed on a **DC 11 Wisdom** saving throw or move toward the boot grabber on its turn by the shortest and most direct route, ending its turn when it comes within 5 feet of the boot grabber.

Source: *Creature Codex OGL*

Bucca

Tiny fey, neutral evil

Armor class: 14 (natural armor)
Hit points: 27 (5d4 + 15)
Speed: walk: 20 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	+1	-1	+3
(10)	(16)	(17)	(13)	(9)	(16)

Senses: darkvision 60 ft., passive Perception 11
Languages: Darakhul, Dwarvish
Challenge rating: 1/2 (100 XP)

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

Vulnerability to Sunlight. A bucca takes 1 point of radiant damage for every minute it is exposed to sunlight.

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

Burrowing

at will: invisibility

3/day each: darkness, ensnaring strike, locate object

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw against poison or take 1d2 Strength damage. The target must repeat the saving throw at the end of each of its turns, and it loses another 1d2 Strength for each failed saving throw. The effect ends when one of the saving throws succeeds or automatically after 4 rounds. All lost Strength returns after a long rest.

Source: Tome of Beasts OGL

Burrowing

Small humanoid, lawful neutral

Armor class: 13

Hit points: 27 (6d6 + 6)

Speed: walk: 30 ft., burrow: 10 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+1	-1	+1	+1
(10)	(16)	(12)	(9)	(12)	(13)

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common

Challenge rating: 1/2 (100 XP)

Burrow Awareness. A burrowing gets advantage on Perception checks if at least one other burrowing is awake within 10 feet.

Pack Tactics. The burrowing has advantage on attack rolls when its target is adjacent to at least one other burrowing that's capable of attacking.

Actions

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

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

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

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

Source: Tome of Beasts OGL

Chaos-Spawn Goblin

Small humanoid, neutral evil

Armor class: 13 (natural armor)

Hit points: 22 (5d6+5)

Speed: walk: 30 ft.

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

Condition immunities: frightened

Senses: darkvision 60 ft., passive

Perception 10

Languages: telepathy 120 ft.

Challenge rating: 1/2 (100 XP)

Nimble Escape. The chaos-spawn goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The chaos-spawn goblin makes two attacks with its scimitar.

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

Psychic Stab (Recharge 6). The chaos-spawn goblin targets one creature that it can sense within 30 feet of it. The target must make a DC 12 Intelligence saving throw,

taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Chupacabra

Small monstrosity, unaligned

Armor class: 13 (natural armor)

Hit points: 36 (8d6+8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	-4	+1	-2
(16)	(15)	(12)	(3)	(12)	(6)

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 13

Challenge rating: 1/2 (100 XP)

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

Running Leap. With a 10-foot running start, the chupacabra can long jump up to 25 feet.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the chupacabra attaches to the target. While attached, the chupacabra doesn't attack. Instead, at the start of each of the chupacabra's turns, the target loses 6 (1d6 + 3) hp due to blood loss. The chupacabra can detach itself by spending 5 feet of its movement. It does so after the target is reduced to 0 hp. A creature, including the target, can use its action to detach the chupacabra.

Fearful Gaze. The chupacabra fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its

turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the chupacabra's Fearful Gaze for the next 24 hours.

Source: *Creature Codex OGL*

Clockwork Beetle

Tiny construct, unaligned

Armor class: 14 (natural armor)

Hit points: 15 (6d4)

Speed: walk: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	0	-3	+1	-2
(8)	(16)	(10)	(4)	(12)	(7)

Saving throws: Dex +5

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: understands Common, telepathy 100 ft. (creator only)

Challenge rating: 1/2 (100 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 5 (2d4) poison damage, or one-half poison damage with a successful DC 10 Constitution saving throw.

Source: *Tome of Beasts OGL*

Clockwork Watchman

Medium construct, unaligned

Cockatrice

Armor class: 14 (natural armor)

Hit points: 55 (10d8 + 10)

Speed: walk: 30 ft.

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

Saving throws: Con +3

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common

Challenge rating: 1/2 (100 XP)

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

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

Actions

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., onetarget. Hit: 7 (1d10 + 2) slashing damage.

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

Net Cannon. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one target, size Large or smaller. Hit: the target is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within the watchman's chest. A creature can free itself (or another creature) from the net by using its action to make a successful **DC 10 Strength** check or by dealing 5 slashing damage to the net at AC 10. The watchman can fire up to four nets before it must be reloaded.

Source: Tome of Beasts OGL

Cockatrice

Small monstrosity, unaligned

Armor class: 11

Hit points: 27 (6d6 + 6)

Speed: walk: 20 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+1	+1	-4	+1	-3
(6)	(12)	(12)	(2)	(13)	(5)

Senses: darkvision 60 ft., passive

Perception 11

Challenge rating: 1/2 (100 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a **DC 11 Constitution** saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Source: Systems Reference Document

Corpse Thief

Medium humanoid, neutral

Armor class: 13

Hit points: 30 (4d8+12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+3	0	+1	-2
(12)	(17)	(16)	(11)	(13)	(6)

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common

Challenge rating: 1/2 (100 XP)

Object Reading. By concentrating for 10 minutes on a specific object, a corpse thief learns more about the object's most recent

owner. The effects of this trait are different depending on if the most recent owner is alive or dead. This trait only works once per object. * If the most recent owner is alive, the corpse thief sees through that person's eyes for 10 minutes. This works like the clairvoyance spell, except the most recent owner is the sensor and controls which direction it is pointed, how far it can see, etc. The most recent owner must make a **DC 13 Wisdom** saving throw. On a success, it gets the sensation that it is being watched. * If the most recent owner is dead, the corpse thief can learn five things about the person's life through dream-like visions and emotions. This works like the speak with dead spell, except the spirit can only answer questions about events in which the object was present.

Actions

Multiattack. The corpse thief makes two claw attacks.

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

Steal. The corpse thief targets one creature within 5 feet of it and attempts to steal one small item. The target must succeed on a **DC 13 Dexterity** saving throw or lose one non-weapon, non-armor object that is small enough to fit in one hand.

Source: *Creature Codex OGL*

Crocodile

Large beast, unaligned

Armor class: 12 (natural armor)

Hit points: 19 (**3d10**)

Speed: walk: 20 ft., swim: 20 ft.

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

Senses: passive Perception 10

Challenge rating: 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (**1d10 + 2**) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target

Source: *Systems Reference Document*

Cueyatl

Small humanoid, lawful evil

Armor class: 11

Hit points: 21 (**6d6**)

Speed: climb: 20 ft., swim: 30 ft., walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10

Languages: Cueyatl

Challenge rating: 1/2 (100 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.

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

Actions

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (**1d6**) piercing damage plus 7

Darkmantle

(2d6) poison damage or 4 (1d8) piercing damage plus 7 (2d6) poison damage if used with two hands to make a melee attack.

Source: *Creature Codex OGL*

Darkmantle

Small monstrosity, unaligned

Armor class: 11

Hit points: 22 (5d6 + 5)

Speed: walk: 10 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-4	0	-3
(16)	(12)	(13)	(2)	(10)	(5)

Senses: blindsight 60 ft., passive Perception 10

Challenge rating: 1/2 (100 XP)

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

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can

detach itself from the target by using 5 feet of movement.

Darkness Aura (1/day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Source: *Systems Reference Document*

Deep Gnome (Svirfneblin)

Small humanoid, neutral good

Armor class: 15 (chain shirt)

Hit points: 16 (3d6)

Speed: walk: 20 ft.

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

Senses: darkvision 120 ft., passive Perception 12

Languages: Gnomish, Terran, Undercommon

Challenge rating: 1/2 (100 XP)

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: nondetection (self only) 1/day each: blindness/deafness, blur, disguise self

Actions

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

Poisoned Dart. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a **DC 12 Constitution** saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Source: Systems Reference Document

Dust Mephit

Small elemental, neutral evil

Armor class: 12

Hit points: 17 (5d6)

Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+2	0	-1	0	0
(5)	(14)	(10)	(9)	(11)	(10)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Auran, Terran

Challenge rating: 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 ft. of it must then succeed on a **DC 10 Constitution** saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a **DC 10 Dexterity** saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Empty Cloak

Medium construct, unaligned

Armor class: 13 (natural armor)

Hit points: 45 (10d8)

Speed: walk: 0 ft., fly: 40 ft.

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

Saving throws: Dex +4 Con +2

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Elvish and Umbral but can't speak

Challenge rating: 1/2 (100 XP)

Diligent Sentinel. Empty cloaks are designed to watch for intruders. They gain advantage on Wisdom (Perception) checks.

Execrable Shrub

Shadow Construction. Empty cloaks are designed with a delicate shadow construction. They burst into pieces, then dissipate into shadow, on a critical hit.

Wrapping Embrace. Empty cloaks can share the same space as one Medium or smaller creature. The empty cloak has advantage on attack rolls against any creature in the same space with it.

Actions

Razor Cloak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Shadow Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Shadow Snare. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: Large or smaller creatures are restrained. To escape, the restrained creature or an adjacent ally must use an action to make a successful DC 14 **Strength** check. The shadow snare has 15 hit points and AC 12.

Source: *Tome of Beasts OGL*

Execrable Shrub

Medium fiend, neutral evil

Armor class: 14 (natural armor)
Hit points: 40 (9d8)
Speed: burrow: 10 ft., walk: 10 ft.

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

Damage immunities: fire
Condition immunities: poisoned
Senses: tremorsense 60 ft., passive Perception 14
Challenge rating: 1/2 (100 XP)

Healed by Blood. Whenever a creature is reduced to 0 hp within 60 feet of the

execrable shrub, the shrub regains 5 (1d10) hp.

Like Calls to Like. The execrable shrub knows if a creature within 60 feet of it is evil-aligned or not.

Limited Telepathy. Using telepathy, the execrable shrub can magically communicate with any other evil-aligned creature within 100 feet of it. This communication is primarily through images and emotions rather than actual words.

Actions

Burning Slash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage plus 2 (1d4) fire damage.

Smolder (Recharge 5-6). The execrable shrub releases a billowing cloud of smoke in a 10-foot-radius that lasts for 1 minute and moves with the shrub. The area affected by the smoke is heavily obscured.

Source: *Creature Codex OGL*

Fire Imp

Tiny fiend, lawful evil

Armor class: 13 (natural armor)
Hit points: 14 (4d4+4)
Speed: fly: 40 ft., walk: 20 ft.

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

Damage immunities: fire, poison
Condition immunities: poisoned
Senses: darkvision 120 ft., passive Perception 10
Languages: Common, Infernal
Challenge rating: 1/2 (100 XP)

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

Fire Absorption. Whenever the imp is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Heat Metal (1/Day). As a bonus action, the imp casts the heat metal spell without expending any material components (spell save DC 12).

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

Actions

Fire Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) fire damage and if the target is a flammable object that isn't being worn or carried, it also catches fire. If the target is a creature, it must succeed on a **DC 12 Dexterity** saving throw or take another 2 (1d4) fire damage at the start of its next turn.

Hurl Flame. Ranged Spell Attack: +4 to hit, range 150 ft., one target. Hit: 5 (2d4) fire damage and if the target is a flammable object that isn't being worn or carried, it also catches fire.

Source: *Creature Codex OGL*

Flesh Reaver

Medium undead, neutral evil

Armor class: 12

Hit points: 19 (3d8+6)

Speed: walk: 40 ft.

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

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages: understands Common and

Darakhul but can't speak

Challenge rating: 1/2 (100 XP)

Keen Senses. The flesh reaver has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Leap. If the flesh reaver moves at least 15 feet, it can jump up to 20 feet in any direction. If it lands within 5 feet of a creature, the creature must succeed on a **DC 13 Strength** saving throw or be knocked prone. If the target is prone, the flesh reaver can make one Consume Flesh attack against it as a bonus action.

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

Actions

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

Consume Flesh. Melee Weapon Attack: +4 to hit, reach 5 ft., one prone creature. Hit: 4 (1d4 + 2) piercing damage, and the creature must make a **DC 13 Constitution** saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Foxin

Small fey, neutral

Armor class: 14 (natural armor)

Hit points: 16 (3d6+6)

Speed: walk: 40 ft.

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

Condition immunities: charmed

Senses: darkvision 60 ft., passive

Fraughashar

Perception 14

Languages: understands Common and Sylvan but can't speak

Challenge rating: 1/2 (100 XP)

Keen Senses. The foxin has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Neutral Presence. A foxin naturally emits an air of total belonging. It doesn't go unnoticed, but other creatures always behave as though the foxin's presence is normal and unobtrusive.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Illusory Calm. The foxin targets any number of non-foxin creatures within 30 feet. Each creature in that area must succeed on a DC 13 Wisdom saving throw or be treated as charmed against all enemies and dangers for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the foxin's Illusory Calm for the next 24 hours. A creature has advantage on the saving throw if it suffers any harm while charmed.

Source: Creature Codex OGL

Fraughashar

Small fey, neutral evil

Armor class: 15 (leather armor, shield)

Hit points: 18 (4d6 + 4)

Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
-1 (8)	+2 (14)	+1 (12)	0 (10)	0 (11)	-2 (7)

Damage immunities: cold

Senses: passive Perception 14

Languages: Sylvan

Challenge rating: 1/2 (100 XP)

Frost Walker. The fraughashar's speed is unimpeded by rocky, snowy, or icy terrain. It never needs to make Dexterity checks to move or avoid falling prone because of icy or snowy ground.

Actions

Multiattack. The fraughashar makes one bite attack and one dagger attack.

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

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source: Tome of Beasts OGL

Giant Goat

Large beast, unaligned

Armor class: 11 (natural armor)

Hit points: 19 (3d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	0 (11)	+1 (12)	-4 (3)	+1 (12)	-2 (6)

Senses: passive Perception 11

Challenge rating: 1/2 (100 XP)

Charge. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Source: Systems Reference Document

Giant Sea Horse

Large beast, unaligned

Armor class: 13 (natural armor)

Hit points: 16 (3d10)

Speed: walk: 0 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	-4	+1	-3
(12)	(15)	(11)	(2)	(12)	(5)

Senses: passive Perception 11
Challenge rating: 1/2 (100 XP)

Charge. If the sea horse moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

Actions

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

Source: Systems Reference Document

Giant Wasp

Medium beast, unaligned

Armor class: 12

Hit points: 13 (3d8)

Speed: walk: 10 ft., fly: 50 ft., swim: 50 ft.

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

Senses: passive Perception 10
Challenge rating: 1/2 (100 XP)

Actions

Sting. Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source: Systems Reference Document

Gnoll

Medium humanoid, chaotic evil

Armor class: 15 (hide armor, shield)

Hit points: 22 (5d8)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10

Languages: Gnoll

Challenge rating: 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Gray Ooze

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

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

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source: *Systems Reference Document*

Gray Ooze

Medium ooze, unaligned

Armor class: 8

Hit points: 22 (3d8 + 9)

Speed: walk: 10 ft., climb: 10 ft.

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

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8
Challenge rating: 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Source: *Systems Reference Document*

Green Abyss Orc

Medium humanoid, chaotic evil

Armor class: 13

Hit points: 15 (2d8+6)

Speed: climb: 30 ft., walk: 30 ft.

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

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 90 ft., passive

Perception 12

Languages: Orc

Challenge rating: 1/2 (100 XP)

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

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

Actions

Poisoned Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. If the target is a creature, it must succeed on a **DC 13 Constitution** saving throw, taking 9 (2d8) poison damage on a

failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Source: Creature Codex OGL

Hallowed Reed

Medium celestial, neutral good

Armor class: 13 (natural armor)

Hit points: 22 (5d8)

Speed: walk: 10 ft.

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

Damage immunities: radiant

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 14

Challenge rating: 1/2 (100 XP)

Like Calls to Like. The hallowed reed knows if a creature within 30 feet of it is good-aligned or not.

Limited Telepathy. Using telepathy, a hallowed reed can magically communicate with any other good-aligned creature within 100 feet of it. This communication is primarily through images and emotions rather than actual words.

Rebirth. If a hallowed reed is slain, a new patch of hallowed reeds will grow in the same spot starting within a week of its death. Charring or salting the ground where a hallowed reed was slain prevents this resurgence.

Actions

Searing Grasp. Melee Weapon Attack: +4 to hit, reach 15 ft., one creature. Hit: 4 (1d4 + 2) radiant damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, it takes 2 (1d4) radiant damage at the start of each of

its turns, and the hallowed reed can't grasp another target. Undead and fiends have disadvantage on ability checks made to escape the grapple.

Source: Creature Codex OGL

Hobgoblin

Medium humanoid, lawful evil

Armor class: 18 (chain mail, shield)

Hit points: 11 (2d8 + 2)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge rating: 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

Actions

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

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source: Systems Reference Document

Ice Mephit

Small elemental, neutral evil

Armor class: 11

Hit points: 21 (6d6)

Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+1	0	-1	0	+1
(7)	(13)	(10)	(9)	(11)	(12)

Damage immunities: cold, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 12

Languages: Aquan, Auran

Challenge rating: 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 ft. of it must make a **DC 10 Dexterity** saving throw, taking 4 (**1d8**) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (**1d4 + 1**) slashing damage plus 2 (**1d4**) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a **DC 10 Dexterity** saving throw, taking 5 (**2d4**) cold damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning **1d4** mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Kapi

Medium humanoid, chaotic good

Armor class: 14

Hit points: 13 (**3d8**)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	0	0	+1	-1
(14)	(18)	(10)	(11)	(13)	(9)

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common, Simian

Challenge rating: 1/2 (100 XP)

Nimble Feet. The kapi can take the Disengage action as a bonus action on each of its turns.

Prehensile Tail. The kapi can use its tail to pick up or hold a small object that isn't being worn or carried. It can use its tail to interact with objects, leaving its hands free to wield weapons or carry heavier objects. The kapi can't use its tail to wield a weapon but can use it to trip an opponent (see below).

Actions

Multiattack. The kapi makes two attacks: one with its quarterstaff and one with its tail trip.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (**1d6 + 2**) bludgeoning damage or 6 (**1d8 + 2**) bludgeoning damage if used with two hands.

Tail Trip. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: The target must succeed on a **DC 14 Dexterity** saving throw or be knocked prone.

Sling. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 6 (**1d4 + 4**) bludgeoning damage.

Source: Creature Codex OGL

Lantern Dragonette*Tiny dragon, lawful neutral*

Armor class: 13 (natural armor)
 Hit points: 28 (8d4 + 8)
 Speed: hover: True ft., walk: 15 ft., fly: 40 ft.

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

Saving throws: Dex +3 Wis +3 Cha +3

Condition immunities: paralyzed, unconscious

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Draconic, Elvish, Primordial; telepathy 60 ft.

Challenge rating: 1/2 (100 XP)

Lantern Belly (1/Day). If the dragonette has eaten 8 ounces of candle wax in the last 24 hours, it can emit a continual flame for **3d20** minutes. The continual flame can be dispelled, but the dragonette can resume it with a bonus action except in areas of magical darkness, if the time limit hasn't expired.

Innate Spellcasting. the lantern dragonette's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: burning hands, color spray, scorching ray

Vulnerable to Magical Darkness. A lantern dragonette in an area of magical darkness loses its lantern belly ability and its ability to fly. It also suffers **1d6** radiant damage for every minute of exposure.

Actions

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

Source: Tome of Beasts OGL

Library Automaton*Small construct, lawful neutral*

Armor class: 13 (natural armor)
 Hit points: 7 (2d6)
 Speed: walk: 30 ft.

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

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: blindsight 60 ft., truesight 10 ft., passive Perception 11

Languages: Common, Machine Speech

Challenge rating: 1/2 (100 XP)

Extra-Dimensional Book Repository. A small door on the chest of the library automaton opens into an extra-dimensional bookcase. This bookcase functions exactly as a bag of holding except that it can store only written materials such as books, scrolls, tomes, parchment, folders, notebooks, spellbooks, and the like.

Actions

Gaze of Confusion. The library automaton chooses one creature it can see within 40 feet. The target must succeed on a **DC 12 Intelligence** saving throw or take **9 (3d4 + 2)** psychic damage and have disadvantage on Intelligence-based checks, saving throws, and attacks until the end of its next turn. If the saving throw succeeds, then the target takes half damage and suffers no other effect.

Bibliotelekinisis. This ability functions as the cantrip mage hand but can be used only on books, scrolls, maps, and other printed or written materials.

Source: Tome of Beasts OGL

Lizardfolk*Medium humanoid, neutral*

Magma Mephit

Armor class: 15 (natural armor, shield)
Hit points: 22 (4d8 + 4)
Speed: walk: 30 ft., swim: 30 ft.

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

Senses: passive Perception 13
Languages: Draconic
Challenge rating: 1/2 (100 XP)

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

Actions

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

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

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

Source: *Systems Reference Document*

Magma Mephit

Small elemental, neutral evil

Armor class: 11
Hit points: 22 (5d6 + 5)
Speed: walk: 30 ft., fly: 30 ft.

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

Damage immunities: fire, poison
Condition immunities: poisoned
Senses: darkvision 60 ft., passive Perception 10

Languages: Ignan, Terran

Challenge rating: 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 ft. of it must make a DC 11 **Dexterity** saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 **Dexterity** saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: *Systems Reference Document*

Magmin

Small elemental, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 9 (2d6 + 2)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	-1	0	0
(7)	(15)	(12)	(8)	(11)	(10)

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 10

Languages: Ignan

Challenge rating: 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a **DC 11 Dexterity** saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

Actions

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a target takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

Source: Systems Reference Document

Mandrake

Tiny plant, unaligned

Armor class: 8

Hit points: 22 (4d4+12)

Speed: walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
0	-2	+3	-5	-1	+1
(10)	(6)	(16)	(1)	(9)	(12)

Damage immunities: poison

Condition immunities: exhaustion, poisoned

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

Challenge rating: 1/2 (100 XP)

Actions

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

Shriek (Recharge 4-6). All creatures within 60 feet of the mandrake that can hear it must succeed on a **DC 13 Constitution** saving throw or take 5 (2d4) thunder damage. If a creature fails the saving throw by 5 or more, it is stunned until the end of its next turn. If it fails by 10 or more, it falls unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, regaining consciousness on a success.

Source: Creature Codex OGL

Miremal

Small fey, chaotic evil

Armor class: 13

Hit points: 22 (5d6 + 5)

Speed: walk: 30 ft., swim: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 13

Languages: Sylvan, Umbral

Challenge rating: 1/2 (100 XP)

Amphibious. The miremal can breathe air and water.

Morphoi

Swamp Camouflage. The miremal has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Savage Move. If the miremal surprises a creature, it gets a bonus action it can use on its first turn of combat for a claw attack, a bite attack, or a Bog Spew attack.

Actions

Multiattack. The miremal makes two attacks, one of which must be a claw attack.

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

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

Bog Spew (Recharge 5-6). The miremal spews a noxious stream of bog filth mixed with stomach acid at a target up to 20 feet away. Target must succeed on a DC 11 Constitution saving throw or be blinded for 1d4 rounds.

Source: *Tome of Beasts OGL*

Morphoi

Medium plant, chaotic evil

Armor class: 13 (may be higher with armor)

Hit points: 33 (6d8 + 6)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0 (11)	+3 (16)	+1 (13)	+2 (14)	0 (10)	+2 (15)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge rating: 1/2 (100 XP)

Amphibious. The morphoi can breathe air and water.

Immunity to Temporal Effects. The morphoi is immune to all time-related spells and effects.

Shapeshifter. The morphoi can use its action to polymorph into a Medium creature or back into its true form. Its statistics are the same in each form. Any equipment the morphoi is carrying or wearing isn't transformed. The morphoi reverts to its true form when it dies.

Actions

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

Trident. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft., or +5 to hit, range 20/60 ft., one target. Hit: 4 (1d8) piercing damage if used with both hands to make a melee attack, or 6 (1d6 + 3) if thrown.

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

Source: *Tome of Beasts OGL*

Nalusa Falaya

Medium aberration, neutral evil

Armor class: 13 (natural armor)

Hit points: 33 (6d8+6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+2 (15)	+1 (13)	0 (11)	+1 (13)	-1 (9)

Senses: darkvision 120 ft., passive Perception 11

Languages: Umbral, Void Speech

Challenge rating: 1/2 (100 XP)

Shadow Stealth. While in dim light or darkness, the nalusa falaya can take the Hide action as a bonus action.

Shadow Step. As an action, the nalusa falaya can teleport itself to a shadow it can see within 30 feet.

Sunlight Weakness. While in sunlight, the nalusa falaya has disadvantage on ability checks, attack rolls, and saving throws.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Terrifying Glare. The nalusa falaya targets one creature it can see within 30 feet of it. If the target can see the nalusa falaya, the target must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the nalusa falaya's next turn.

Source: *Creature Codex OGL*

Nkosi War Ostrich

Large beast, unaligned

Armor class: 11
Hit points: 42 (5d10 + 15)
Speed: walk: 60 ft.

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

Senses: passive Perception \$1
Languages: -
Challenge rating: 1/2 (100 XP)

Standing Leap. The ostrich can jump horizontally up to 20 feet and vertically up to 10 feet, with or without a running start.

Battle Leaper. If a riderless ostrich jumps at least 10 feet and lands within 5 feet of a

creature, it has advantage on attacks against that creature this turn.

Actions

Multiattack. The ostrich makes two kicking claw attacks.

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

Source: *Tome of Beasts OGL*

Nkosi

Medium humanoid (shapechanger, nkosi), lawful neutral

Armor class: 15 (studded leather)
Hit points: 11 (2d8 + 2)
Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10
Languages: Common
Challenge rating: 1/2 (100 XP)

Shapechanger. The nkosi can use its action to polymorph into a Medium lion or back into its true form. While in lion form, the nkosi can't speak, and its speed is 50 feet. Other than its speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Hunter's Maw. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a scimitar attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the

Orc

nkosi can immediately make one bite attack against it as a bonus action.

Actions

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

Mambele Throwing Knife (Nkosi Form Only). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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

Source: *Tome of Beasts OGL*

Orc

Medium humanoid, chaotic evil

Armor class: 13 (hide armor)
Hit points: 15 (2d8 + 6)
Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive
Perception 10

Languages: Common, Orc

Challenge rating: 1/2 (100 XP)

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

Actions

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

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Source: *Systems Reference Document*

Ravenfolk Scout

Medium humanoid, neutral

Armor class: 14 (studded leather armor)

Hit points: 21 (6d8 . 6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	-1	0	+2	+1
(10)	(14)	(8)	(10)	(15)	(12)

Saving throws: Dex +4 Con +1 Wis +4 Cha +3

Senses: darkvision 120 ft., passive

Perception 16

Languages: Common, Feather Speech, Huginn

Challenge rating: 1/2 (100 XP)

Mimicry. Ravenfolk scouts can mimic the voices of others with uncanny accuracy. They have advantage on Charisma (Deception) checks involving audible mimicry.

Actions

Multiattack. The ravenfolk scout makes one peck attack and one other melee or ranged attack.

Ghost Wings. The ravenfolk scout furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful DC 12 Dexterity saving throw or be blinded until the start of the ravenfolk's next turn.

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

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

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

Source: *Tome of Beasts OGL*

Reef Shark*Medium beast, unaligned*

Armor class: 12 (natural armor)

Hit points: 22 (4d8)

Speed: swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	-5	0	-3
(14)	(13)	(13)	(1)	(10)	(4)

Senses: blindsight 30 ft., passive

Perception 12

Challenge rating: 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Source: Systems Reference Document

Rum Gremlin*Tiny fey, chaotic evil*

Armor class: 13

Hit points: 22 (5d4 + 10)

Speed: walk: 20 ft., climb: 10 ft., swim: 10 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	+1	-1	+1
(10)	(16)	(14)	(12)	(9)	(12)

Condition immunities: poisoned**Senses:** darkvision 120 ft., passive

Perception 10

Languages: Common**Challenge rating:** 1/2 (100 XP)

Innate Spellcasting. the gremlin's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

at will: prestidigitation

3/day: hex

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

Actions

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

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

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

Aura of Drunkenness. A rum gremlin radiates an aura of drunkenness to a radius of 20 feet. Every creature that starts its turn in the aura must make a successful DC 12 Constitution saving throw against poison or be poisoned for one hour.

Source: Tome of Beasts OGL

Rust Monster*Medium monstrosity, unaligned*

Armor class: 14 (natural armor)

Hit points: 27 (5d8 + 5)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	-4	+1	-2
(13)	(12)	(13)	(2)	(13)	(6)

Senses: darkvision 60 ft., passive

Perception 11

Challenge rating: 1/2 (100 XP)

Sahuagin

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Source: *Systems Reference Document*

Sahuagin

Medium humanoid, lawful evil

Armor class: 12 (natural armor)

Hit points: 22 (4d8 + 4)

Speed: walk: 30 ft., swim: 40 ft.

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

Senses: darkvision 120 ft., passive

Perception 15

Languages: Sahuagin

Challenge rating: 1/2 (100 XP)

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

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

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

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

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

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

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Source: *Systems Reference Document*

Satyr

Medium fey, chaotic neutral

Armor class: 14 (leather armor)

Hit points: 31 (7d8)

Speed: walk: 40 ft.

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

Senses: passive Perception 12
Languages: Common, Elvish, Sylvan
Challenge rating: 1/2 (100 XP)

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

Actions

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

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

Variant: Panpipes. Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Source: Systems Reference Document

Scorpion Cultist

Medium humanoid (any race), neutral

Armor class: 13 (leather armor)
 Hit points: 19 (3d8 + 6)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	0	+1	0
(11)	(14)	(15)	(10)	(13)	(10)

Senses: passive Perception 12
Languages: Common
Challenge rating: 1/2 (100 XP)

Keen Senses. The scorpion cultist has advantage on Wisdom (Perception) checks.

Actions

Multiattack. The scorpion cultist makes two melee attacks or two ranged attacks.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5 (1d6 + 2) slashing damage plus 3 (1d6) poison damage.

Sling. Melee Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source: Tome of Beasts OGL

Scout

Medium humanoid, any alignment

Armor class: 13 (leather armor)
 Hit points: 16 (3d8)
 Speed: walk: 30 ft.

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

Senses: passive Perception 15
Languages: any one language (usually Common)
Challenge rating: 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

Source: Systems Reference Document

Shadow Goblin

Small humanoid, neutral evil

Shadow

Armor class: 13
Hit points: 13 (3d6+3)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+1	+1	+1	-1
(10)	(16)	(12)	(13)	(12)	(8)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Goblin, Umbral

Challenge rating: 1/2 (100 XP)

Nimble Escape. The shadow goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Shadow Camouflage. The shadow goblin has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Sunlight Sensitivity. While in sunlight, the shadow goblin has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow goblin has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Unseelie Blessing. The shadow goblin has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The shadow goblin can make two attacks with its kitchen knife. The second attack has disadvantage.

Kitchen Knife. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Source: *Creature Codex OGL*

Shadow

Medium undead, chaotic evil

Armor class: 12
Hit points: 16 (3d8 + 3)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	-2	0	-1
(6)	(14)	(13)	(6)	(10)	(8)

Damage immunities: necrotic, poison

Condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 10

Challenge rating: 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Source: *Systems Reference Document*

Shard Swarm

Medium constructs, unaligned

Armor class: 13 (natural armor)
Hit points: 22 (5d8)
Speed: fly: 30 ft., walk: 0 ft.

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

Damage immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge rating: 1/2 (100 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If targeted by the dispel magic spell, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Come Together (3/Day). If the shard swarm has at least 1 hit point and all of its pieces are within 30 feet of each other, the pieces can re-form as a bonus action in any space containing at least one of its pieces.

False Appearance. While the swarm remains motionless and isn't flying, it is indistinguishable from a normal pile of junk.

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

Actions

Shards. Melee Weapon Attack: +3 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) slashing damage or 2 (1d4) slashing damage if the swarm has half of its hp or less.

Shrapnel. Ranged Weapon Attack: +3 to hit, range 30 ft., one target. Hit: 3 (1d6) piercing damage. A piece of the swarm breaks off, falling into the target's space.

Contain (Recharge 5-6). The shard swarm envelopes one Medium or smaller

creature in its space. The target must succeed on a **DC 13 Dexterity** saving throw or be restrained inside the swarm for 1 minute. The target has disadvantage on this saving throw if the shard swarm used **Come Together** to form in the target's space. While restrained, the target doesn't take damage from the swarm's **Shards** action, but it takes 5 (2d4) slashing damage if it takes an action that requires movement, such as attacking or casting a spell with somatic components. A creature within 5 feet of the swarm can take an action to pull a restrained creature out of the swarm. Doing so requires a successful **DC 13 Strength** check, and the creature making the attempt takes 5 (2d4) slashing damage.

Source: *Creature Codex OGL*

Skin Bat

Small undead, neutral evil

Armor class: 13 (natural armor)

Hit points: 14 (4d6)

Speed: walk: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	0	-4	+1	-2
(12)	(16)	(10)	(2)	(13)	(6)

Damage immunities: poison
Condition immunities: poisoned
Senses: darkvision 60 ft., passive Perception 13
Challenge rating: 1/2 (100 XP)

Summon Bat Swarm. The high-frequency cries of a skin bat attract nearby mundane bats. When a skin bat faces danger, 0-3 (1d4-1) swarms of bats arrive within 1d6 rounds. These swarms are not under the skin bat's command, but they tend to reflexively attack whatever the skin bat is fighting.

Actions

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

Sooze

damage and the target must make a successful **DC 10 Constitution** saving throw or be paralyzed for **1d4** rounds. In addition, the skin bat attaches itself to the target. The skin bat can't bite a different creature while it's attached, and its bite attack automatically hits a creature the skin bat is attached to. Removing a skin bat requires a successful **DC 11 Strength** check and inflicts **5 (1d4 + 3)** slashing damage to the creature the bat is being removed from. A successful save renders the target immune to skin bat poison for 24 hours.

Source: *Tome of Beasts OGL*

Sooze

Medium aberration, lawful neutral

Armor class: 12 (natural armor)

Hit points: 49 (**11d8**)

Speed: climb: 10 ft., walk: 30 ft.

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

Senses: blindsight 60 ft., passive Perception 14

Languages: all, telepathy 100 ft.

Challenge rating: 1/2 (100 XP)

Amorphous. The sooze, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Multiple Roles. Choose either the Laborer or Warrior trait. * Laborer. The sooze is strong and tireless. It gains immunity to exhaustion and can Dash as a bonus action 3 times each day. * Warrior. The sooze is trained and equipped as a warrior. Its Armor Class increases by 2. The sooze has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Oozing Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (**1d4 + 2**) bludgeoning damage and 2 (**1d4**) acid damage.

Longsword (Warrior Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (**1d8 + 2**) slashing damage, or 7 (**1d10 + 2**) slashing damage if used with two hands.

Merge. A shoth who has less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.

Source: *Creature Codex OGL*

Storm Spirit

Medium elemental, neutral

Armor class: 14 (natural armor)

Hit points: 22 (**5d8**)

Speed: fly: 40 ft., hover: True ft., walk: 0 ft.

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

Damage immunities: lightning, thunder

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive

Perception 10

Languages: Auran

Challenge rating: 1/2 (100 XP)

Storm Form. The spirit can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the spirit or hits it with a melee attack while within 5 feet of it takes 2 (**1d4**) lightning and 2 (**1d4**) thunder damage. In addition, the spirit can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 2 (**1d4**) lightning and 2 (**1d4**) thunder damage. Any creature which ends

its turn in the same space as the spirit takes 2 (1d4) lightning and 2 (1d4) thunder damage at the end of its turn.

Actions

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

Shocking Bolt. Ranged Weapon Attack: +4 to hit, range 60/240 ft., one target. Hit: 4 (1d4 + 2) lightning damage.

Tempest (Recharge 6). Each creature within 10 feet of the spirit must succeed on a DC 12 Dexterity saving throw. On a failure, a creature takes 5 (2d4) lightning damage, 5 (2d4) thunder damage, is thrown 10 feet in a random direction, and is knocked prone.

Source: *Creature Codex OGL*

Swarm of Beetles

Medium swarm of Tiny beasts, unaligned

Armor class: 12 (natural armor)
 Hit points: 22 (5d8)
 Speed: walk: 20 ft., burrow: 5 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4 (3)	+1 (13)	0 (10)	-5 (1)	-2 (7)	-5 (1)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: blindsight 10 ft., passive Perception 8
Challenge rating: 1/2 (100 XP)

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

Actions

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

Source: *Systems Reference Document*

Swarm of Centipedes

Medium swarm of Tiny beasts, unaligned

Armor class: 12 (natural armor)
 Hit points: 22 (5d8)
 Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4 (3)	+1 (13)	0 (10)	-5 (1)	-2 (7)	-5 (1)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: blindsight 10 ft., passive Perception 8
Challenge rating: 1/2 (100 XP)

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

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Source: *Systems Reference Document*

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Swarm of Spiders

Armor class: 12 (natural armor)
Hit points: 22 (5d8)
Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	0	-5	-2	-5
(3)	(13)	(10)	(1)	(7)	(1)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Challenge rating: 1/2 (100 XP)

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

Actions

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

Source: Systems Reference Document

Swarm of Spiders

Medium swarm of Tiny beasts, unaligned

Armor class: 12 (natural armor)
Hit points: 22 (5d8)
Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	0	-5	-2	-5
(3)	(13)	(10)	(1)	(7)	(1)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Challenge rating: 1/2 (100 XP)

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

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

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

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

Actions

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

Source: Systems Reference Document

Swarm of Wasps

Medium swarm of Tiny beasts, unaligned

Armor class: 12 (natural armor)
Hit points: 22 (5d8)
Speed: walk: 5 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	0	-5	-2	-5
(3)	(13)	(10)	(1)	(7)	(1)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Challenge rating: 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening

large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

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

Source: Systems Reference Document

Thug

Medium humanoid, any non-good alignment

Armor class: 11 (leather armor)

Hit points: 32 (5d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge rating: 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Source: Systems Reference Document

Tosculi Drone

Small monstrosity, lawful evil

Armor class: 13

Hit points: 22 (4d6 + 8)

Speed: walk: 20 ft.

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

Senses: darkvision 60 ft., passive

Perception 11

Languages: Tosculi

Challenge rating: 1/2 (100 XP)

Gliding Wings. The tosculi drone can use its wings to slowly descend when falling (as if under the effect of the feather fall spell). It can move up to 5 feet horizontally for every foot it falls. The tosculi drone can't gain height with these wings alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Skittering. Up to two tosculi can share the same space at one time. The tosculi has advantage on melee attack rolls while sharing its space with another tosculi that isn't incapacitated.

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Source: Tome of Beasts OGL

Warhorse Skeleton

Large undead, lawful evil

Armor class: 13 (barding scraps)

Hit points: 22 (3d10 + 6)

Speed: walk: 60 ft.

Warhorse

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-4	-1	-3
(18)	(12)	(15)	(2)	(8)	(5)

Damage immunities: poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Challenge rating: 1/2 (100 XP)

Actions

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

Source: Systems Reference Document

Warhorse

Large beast, unaligned

Armor class: 11

Hit points: 19 (3d10)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	-4	+1	-2
(18)	(12)	(13)	(2)	(12)	(7)

Senses: passive Perception 11

Challenge rating: 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a **DC 14 Strength** saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

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

Source: Systems Reference Document

Weirding Scroll

Tiny construct, unaligned

Armor class: 10

Hit points: 27 (6d4+12)

Speed: fly: 10 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-5	0	+2	+3	0	-1
(1)	(10)	(15)	(16)	(10)	(8)

Saving throws: Wis +2

Damage immunities: poison, psychic

Condition immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

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

Languages: all, telepathy 120 ft.

Challenge rating: 1/2 (100 XP)

Antimagic Susceptibility. The weirding scroll is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the weirding scroll must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

Actions

Dominate. A weirding scroll beguiles one humanoid that it can see within 30 feet. The target must succeed on a **DC 13 Wisdom** saving throw or be charmed for 1 hour. The charmed creature obeys the telepathic commands of the weirding scroll to the best of its ability. This action works like the dominate person spell, except the weirding scroll doesn't need to concentrate to maintain the domination, and it can't take total and precise control of the target. The weirding scroll can have only one humanoid under its control at one time. If it dominates another, the effect on the previous target ends.

Tendril of Light. Melee Spell Attack: +5 to hit, reach 10 ft., one target. Hit: 3 (1d6) psychic damage plus 3 (1d6) radiant damage.

Source: *Creature Codex OGL*

Woodwose

Medium humanoid, chaotic neutral

Armor class: 13 (natural armor)

Hit points: 27 (6d8)

Speed: climb: 20 ft., walk: 30 ft.

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

Senses: passive Perception 14

Languages: Common, Elvish, Sylvan

Challenge rating: 1/2 (100 XP)

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

Speak with Beasts and Plants. The woodwose can communicate with beasts and plants as if they shared a language.

Innate Spellcasting. The woodwose's innate spellcasting ability is Wisdom (spell save DC 12). The woodwose can innately cast the following spells, requiring no material components: At will: shillelagh 3/day: pass without trace 1/day: entangle

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 5 (2d4) poison damage.

Source: *Creature Codex OGL*

Worg

Large monstrosity, neutral evil

Armor class: 13 (natural armor)

Hit points: 26 (4d10)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-2	0	-1
(16)	(13)	(13)	(7)	(11)	(8)

Senses: darkvision 60 ft., passive

Perception 14

Languages: Goblin, Worg

Challenge rating: 1/2 (100 XP)

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Source: *Systems Reference Document*

Challenge 1

Agnibarra*Small monstrosity, chaotic neutral*

Armor class: 12

Hit points: 39 (6d6+18)

Speed: walk: 30 ft.

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

Damage immunities: fire**Senses:** passive Perception 10**Languages:** Common, Ignan**Challenge rating:** 1 (200 XP)

Body in Flames. A creature that touches the agnibarra or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage, and flammable objects within 5 feet of the agnibarra that aren't being worn or carried ignite.

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

Actions

Burning Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage plus 3 (1d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Fire. Ranged Weapon Attack: +4 to hit, range 15/30 ft., one target. Hit: 9 (2d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

*Source: Creature Codex OGL***Albino Death Weasel***Large beast, unaligned*

Armor class: 13 (natural armor)

Hit points: 45 (6d10+12)

Speed: burrow: 30 ft., walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-3	+2	-3
(16)	(14)	(15)	(4)	(15)	(5)

Senses: darkvision 60 ft., passive Perception 14**Challenge rating:** 1 (200 XP)

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

Pounce. If the weasel moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the weasel can make one bite attack against it as a bonus action.

Actions

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

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. The target is also grappled (escape DC 13) if it is a Medium or smaller creature and the albino weasel isn't already grappling a creature. Until this grapple ends, the target is restrained and the albino death weasel can't claw another target.

Musk Spray (Recharge 5-6). The weasel unleashes a spray of foul musk in a 20-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at

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the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Alchemical Apprentice

Small ooze, unaligned

Armor class: 11 (natural armor)

Hit points: 63 (14d6+14)

Speed: climb: 10 ft., walk: 10 ft.

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

Condition immunities: blinded, charmed, deafened, frightened, poisoned, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: understands Common but can't speak, telepathy 10 ft.

Challenge rating: 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Absorb Potion. The ooze can absorb any potion, oil, tincture, or alchemical draught that touches it, choosing to be affected by the substance or to nullify it.

Perishable. These oozes don't fare well in sunlight and don't easily endure the rigors of travel. The creature dies if it is directly exposed to sunlight for more than 1 minute. Each day it is more than 1 mile from its "birth" place, the ooze must succeed on a **DC 12 Constitution** saving throw or die.

Produce Potion (1/Day). The alchemical apprentice can produce one common potion, oil, tincture, or alchemical draught each day. If no creature is there to bottle, or otherwise collect, the substance when it is produced, it trickles away and is wasted.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) bludgeoning damage.

Magical Burble. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 10 (3d6) acid, cold, fire, or poison damage.

Source: *Creature Codex OGL*

Alp

Small fey, chaotic evil

Armor class: 13

Hit points: 44 (8d6+16)

Speed: walk: 30 ft.

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

Condition immunities: charmed, exhaustion, paralyzed, unconscious
Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Sylvan, Umbral
Challenge rating: 1 (200 XP)

Shadow Stealth. While in dim light or darkness, the alp can take the Hide action as a bonus action.

Shapechanger. The alp can use its action to polymorph into a Small or Tiny beast it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Innate Spellcasting. The alp's innate spellcasting ability is Wisdom (spell save DC 13). The alp can innately cast the following spells, requiring no material components: At will: invisibility (self only)

3/day each: silent image, sleep 1/day each: bestow curse, dream

Actions

Sleeper's Slap. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage, and, if the target was sleeping or unconscious before it was hit, it must succeed on a **DC 13 Wisdom** saving throw or become frightened and restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the restrained condition on itself on a success. The creature must succeed on another saving throw on a following round to end the frightened condition.

Source: *Creature Codex OGL*

Animated Armor

Medium construct, unaligned

Armor class: 18 (natural armor)
Hit points: 33 (6d8 + 6)
Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+1	-5	-4	-5
(14)	(11)	(13)	(1)	(3)	(1)

Damage immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge rating: 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Source: *Systems Reference Document*

Anophiloi

Small monstrosity, neutral

Armor class: 12
Hit points: 33 (6d6+12)
Speed: climb: 20 ft., fly: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	-3	+1	-2
(12)	(14)	(14)	(5)	(12)	(6)

Condition immunities: poisoned
Senses: darkvision 60 ft., passive Perception 11
Challenge rating: 1 (200 XP)

Blood Frenzy. The anophiloi has advantage on melee attack rolls against any creature that doesn't have all its hp.

Blood Sense. The anophiloi can pinpoint, by scent, the location of living creatures within 30 feet of it.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and if the target is Large or smaller, the anophiloi attaches to it. While attached, the anophiloi doesn't attack. Instead, at the start of each of the anophiloi's turns, the target loses 5 (1d6 + 2) hp due to blood loss.

Bastet Temple Cat

The anophiloï can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the anophiloï by succeed on a **DC 13 Strength** check.

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

Source: *Creature Codex OGL*

Bastet Temple Cat

Small monstrosity, chaotic neutral

Armor class: 14

Hit points: 40 (9d6 + 9)

Speed: walk: 40 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+1	+1	+3	+4
(8)	(19)	(12)	(12)	(16)	(18)

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Nurian, and Sylvan
Challenge rating: 1 (200 XP)

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

Innate Spellcasting. the temple cat's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The temple cat can innately cast the following spells, requiring no material components:

at will: guidance

3/day each: charm person, cure wounds

1/day: enhance ability (only Cat's Grace)

Priestly Purr. When a cleric or paladin who worships Bastet spends an hour preparing spells while a Bastet temple cat is within 5 feet, that spellcaster can choose two 1st-level spells and one 2nd-level spell that

they are able to cast and imbue them into the temple cat. The temple cat can cast these spells 1/day each without a verbal component. These spells are cast as if they were included in the temple cat's Innate Spellcasting trait.

Actions

Multiattack. The temple cat makes one bite attack and one claws attack.

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Fascinating Lure. The temple cat purrs loudly, targeting a humanoid it can see within 30 feet that can hear the temple cat. The target must succeed on a **DC 14 Wisdom** saving throw or be charmed. While charmed by the temple cat, the target must move toward the cat at normal speed and try to pet it or pick it up. A charmed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the temple cat's Fascinating Lure for the next 24 hours. The temple cat has advantage on attack rolls against any creature petting or holding it.

Source: *Tome of Beasts OGL*

Bilwis

Medium elemental, chaotic evil

Armor class: 13

Hit points: 49 (11d8)

Speed: fly: 40 ft., hover: True ft., walk: 0 ft.

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

Damage immunities: poison
Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 11
Languages: Auran
Challenge rating: 1 (200 XP)

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

Actions

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

Whirlwind (Recharge 5-6). Each creature in the bilwis' space and within 5 feet of it must make a **DC 12 Strength** saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a target takes half the bludgeoning damage and isn't knocked prone.

Source: Creature Codex OGL

Boloti

Tiny fey, neutral evil

Armor class: 15
 Hit points: 63 (14d4 + 28)
 Speed: walk: 20 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+2	+1	+1	0
(12)	(20)	(14)	(13)	(12)	(11)

Senses: darkvision 60 ft., passive Perception 13
Languages: Common, Primordial, Sylvan
Challenge rating: 1 (200 XP)

Amphibious. The boloti can breathe air and water.

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

at will: detect magic, water walk

3/day: control water, create or destroy water, fog cloud, invisibility, see invisibility, water breathing

1/day: wall of ice

Water Mastery. A boloti has advantage on attack rolls if both it and its opponent are in water. If the opponent and the boloti are both on dry ground, the boloti has disadvantage on attack rolls.

Actions

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Vortex (1/Day). A boloti can transform into a vortex of swirling, churning water for up to 4 minutes. This ability can be used only while the boloti is underwater, and the boloti can't leave the water while in vortex form. While in vortex form, the boloti can enter another creature's space and stop there in vortex form. In this liquid form, the boloti still takes normal damage from weapons and magic. A creature in the same space as the boloti at the start of the creature's turn takes 9 (2d8) bludgeoning damage unless it makes a successful **DC 15 Dexterity** saving throw. If the creature is Medium or smaller, a failed saving throw also means it is grappled (escape DC 11). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw succeeds, the target is pushed 5 feet so it is out of the boloti's space.

Source: Tome of Beasts OGL

Brass Dragon Wyrmling

Medium dragon, chaotic good

Broodiken

Armor class: 16 (natural armor)
Hit points: 16 (3d8 + 3)
Speed: walk: 30 ft., burrow: 15 ft., fly: 60 ft.

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

Saving throws: Dex +2 Con +3 Wis +2 Cha +3

Damage immunities: fire

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

Languages: Draconic

Challenge rating: 1 (200 XP)

Actions

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Fire Breath. The dragon exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a **DC 11 Dexterity** saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a **DC 11 Constitution** saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source: *Systems Reference Document*

Broodiken

Tiny construct, neutral

Armor class: 13 (natural armor)
Hit points: 55 (10d4 + 30)
Speed: walk: 20 ft., climb: 20 ft.

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

Damage immunities: poison
Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: -

Challenge rating: 1 (200 XP)

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

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

Shared Rage. A broodiken cannot speak with its creator telepathically, but it feels strong emotions and recognizes the objects of those emotions. A creator can telepathically order broodiken to hunt for and attack individuals by sending the broodiken an image of the creature and the appropriate emotion. As long as the broodiken is on such a hunt, it can be more than 100 feet away from its master without wailing.

Actions

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

Attach. When a broodiken succeeds on a bite attack, its teeth latch on, grappling the target (escape DC 9). On each of its turns, its bite attack hits automatically as long as it can maintain its grapple.

Source: *Tome of Beasts OGL*

Brown Bear

Large beast, unaligned

Armor class: 11 (natural armor)
Hit points: 34 (4d10)
Speed: walk: 40 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-4	+1	-2
(19)	(10)	(16)	(2)	(13)	(7)

Senses: passive Perception 13

Challenge rating: 1 (200 XP)

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

Actions

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

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

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

Source: Systems Reference Document

Bugbear

Medium humanoid, chaotic evil

Armor class: 16 (hide armor, shield)

Hit points: 27 (5d8 + 5)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-1	0	-1
(15)	(14)	(13)	(8)	(11)	(9)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge rating: 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Source: Systems Reference Document

Carbuncle

Small monstrosity, chaotic good

Armor class: 12

Hit points: 36 (8d6+8)

Speed: climb: 20 ft., walk: 40 ft.

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

Condition immunities: charmed

Senses: darkvision 60 ft., passive Perception 15

Languages: Carbuncle, Common

Challenge rating: 1 (200 XP)

Gem Illumination. As a bonus action, the carbuncle can cause its garnet to glow or not. While glowing, the garnet sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Jungle Camouflage. The carbuncle has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Actions

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

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

Chernomoi

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

Light Beam (Recharge 5-6). The carbuncle shoots a 30-foot-long, 5-foot-wide line of scintillating light from the garnet on its forehead. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Chernomoi

Tiny fey, neutral

Armor class: 13

Hit points: 32 (5d4 + 20)

Speed: walk: 20 ft., fly: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+4	+1	0	+3
(9)	(18)	(18)	(12)	(11)	(16)

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Draconic, Sylvan
Challenge rating: 1 (200 XP)

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

at will: detect magic, invisibility, mage hand, mending, message, prestidigitation

1/day each: detect poison and disease, dimension door

Actions

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

Shriek (Recharge 5-6). The chernomoi emits a loud shriek. All creatures within 60 feet who can hear take 10 (3d6) thunder

damage, or half damage with a successful DC 13 Constitution saving throw.

Source: *Tome of Beasts OGL*

Child Of The Briar

Tiny plant, neutral evil

Armor class: 13

Hit points: 50 (20d4)

Speed: walk: 20 ft., climb: 10 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	0	+1	0	+2
(6)	(17)	(11)	(13)	(10)	(14)

Senses: darkvision 60 ft., passive Perception 14

Languages: Briarclick, Common, Sylvan
Challenge rating: 1 (200 XP)

Fey Blood. Children of the briar count as both plant and fey for any effect related to type.

Actions

Multiattack. A child of the briar makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 13) and the child of the briar uses its Thorny Grapple on it.

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

Spitdart Tongue (Recharge 4-6). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Every child of the briar can shoot thorns from its mouth.

Entangle. Two children of the briar working together can cast a version of the entangle spell with no components, at will. Both creatures must be within 10 feet of each other, and both must use their action to cast the spell. The entangled area must include at least one of the casters but doesn't need to be centered on either

caster. Creatures in the area must make a **DC 13 Strength** saving throw or be restrained. All children of the briar are immune to the spell's effects.

Thorny Grapple. A child of the briar's long thorny limbs help it grapple creatures up to Medium size. A grappled creature takes 2 (1d4) piercing damage at the end of the child's turn for as long as it remains grappled.

Source: *Tome of Beasts OGL*

Clockwork Soldier

Medium construct, unaligned

Armor class: 12 (natural armor)
Hit points: 45 (6d8+18)
Speed: walk: 30 ft.

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

Damage immunities: poison, psychic
Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: Common
Challenge rating: 1 (200 XP)

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

Intimidating Legions. A single clockwork soldier's rigid movements appear silly, but, when gathered in numbers, they become an inhuman terror. When the clockwork soldier makes a Charisma (Intimidation) check, it gains a bonus on that check equal to the number of other clockwork soldiers the target can see or hear.

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

Actions

Halberd. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Overdrive Flurry (Recharge 6). The soldier makes four halberd attacks. After taking this action, it is stunned until the end of its next turn.

Source: *Creature Codex OGL*

Copper Dragon Wyrmling

Medium dragon, chaotic good

Armor class: 16 (natural armor)
Hit points: 22 (4d8 + 4)
Speed: walk: 30 ft., climb: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+2	0	+1
(15)	(12)	(13)	(14)	(11)	(13)

Saving throws: Dex +3 Con +3 Wis +2 Cha +3

Damage immunities: acid

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

Languages: Draconic

Challenge rating: 1 (200 XP)

Actions

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

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

Acid Breath. The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a **DC 11 Dexterity** saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a **DC 11 Constitution** saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use

Crimson Drake

either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source: Systems Reference Document

Crimson Drake

Tiny dragon, chaotic evil

Armor class: 14 (natural armor)

Hit points: 54 (12d4 + 24)

Speed: walk: 15 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	-1	-1	+2
(10)	(14)	(14)	(8)	(9)	(14)

Saving throws: Dex +4

Damage immunities: fire

Condition immunities: paralyzed, unconscious

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic, telepathy 60 ft.

Challenge rating: 1 (200 XP)

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

Actions

Multiattack. The crimson drake makes one bite attack and one stinger attack.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 4 (1d8) fire damage.

Stinger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target takes 2 (1d4) poison damage at the start of each of its turns for 3 rounds. The

target may repeat the saving throw at the end of its turn to end the effect early.

Breath Weapon (Recharge 6). The drake exhales fire in a 15-ft. cone. Each target in that cone takes 18 (4d8) fire damage, or half damage with a successful DC 12 Dexterity saving throw.

Source: Tome of Beasts OGL

Cueyatl Sea Priest

Small humanoid, lawful evil

Armor class: 12 (leather armor)

Hit points: 45 (10d6+10)

Speed: climb: 20 ft., swim: 30 ft., walk: 30 ft.

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

Saving throws: Dex +3

Senses: darkvision 60 ft., passive Perception 12

Languages: Aquan, Cueyatl

Challenge rating: 1 (200 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.

Speak with Sea Life. The cueyatl sea priest can communicate with amphibious and water breathing beasts and monstrosities as if they shared a language.

Spellcasting. The cueyatl sea priest is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared: Cantrips (at will): guidance, poison spray 1st level (3 slots):

animal friendship, create or destroy water, fog cloud, speak with animals

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

Actions

Trident. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage plus 7 (2d6) poison damage, or 4 (1d8) piercing damage plus 7 (2d6) poison damage if used with two hands to make a melee attack.

Source: *Creature Codex OGL*

Cueyatl Warrior

Small humanoid, lawful evil

Armor class: 13 (leather armor)
 Hit points: 36 (8d6+8)
 Speed: climb: 20 ft., swim: 30 ft., walk: 30 ft.

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

Saving throws: Str +2
Senses: darkvision 60 ft., passive Perception 10
Languages: Cueyatl
Challenge rating: 1 (200 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Slippery. The cueyatl has advantage on saving throws and ability checks made to escape a grapple.

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

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 7 (2d6) poison damage, or 7 (1d10 + 2) slashing damage plus 7 (2d6) poison damage if used with two hands.

Source: *Creature Codex OGL*

Dark Servant

Medium humanoid, neutral evil

Armor class: 12 (leather armor)
 Hit points: 55 (10d8+10)
 Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10
Languages: Common, Umbral
Challenge rating: 1 (200 XP)

Dark Devotion. The dark servant has advantage on saving throws against being charmed or frightened.

Darksight. Magical darkness doesn't impede the dark folk's darkvision.

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

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

Actions

Multiattack. The dark servant makes two attacks with its sickle.

Death Dog

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source: *Creature Codex OGL*

Death Dog

Medium monstrosity, neutral evil

Armor class: 12
Hit points: 39 (6d8)
Speed: walk: 40 ft.

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

Senses: darkvision 120 ft., passive Perception 15
Challenge rating: 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Source: *Systems Reference Document*

Dhampir

Medium humanoid, any alignment

Armor class: 15 (leather, shield)
Hit points: 32 (5d8+10)
Speed: walk: 30 ft.

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

Saving throws: Dex +4 Cha +5
Senses: darkvision 60 ft., passive Perception 10
Languages: Common
Challenge rating: 1 (200 XP)

Undead Resistance. The dhampir has advantage on saving throws against disease.

Actions

Multiattack. The dhampir makes two rapier or two shortbow attacks. It can make a grapple attack or Dark Thirst attack in place of any attack.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dark Thirst. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature that is grappled by the dhampir, incapacitated, or restrained. Hit: 1 piercing damage plus 3 (1d6) necrotic damage. The dhampir regains hp equal to the amount of necrotic damage dealt.

Predatory Charm. The dhampir magically beguiles the mind of one humanoid it can see within 30 feet for 1 hour. The target must succeed on a DC 13 Charisma saving throw or the dhampir has advantage on Charisma checks against the target. If the dhampir or any of its allies damage the

target, the effect ends. If the target's saving throw is successful or the effect ends, the target is immune to this dhampir's Predatory Charm for the next 24 hours. A creature immune to being charmed is immune to this effect. A dhampir can have only one target affected by its Predatory Charm at a time. If it uses its Predatory Charm on another target, the effect on the previous target ends.

Source: Creature Codex OGL

Dire Wolf

Large beast, unaligned

Armor class: 14 (natural armor)

Hit points: 37 (5d10)

Speed: walk: 50 ft.

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

Senses: passive Perception 13

Challenge rating: 1 (200 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Source: Systems Reference Document

Dogmole

Medium beast, neutral

Armor class: 14 (natural armor)

Hit points: 71 (11d8 + 22)

Speed: walk: 30 ft., burrow: 10 ft., swim: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	-4	+1	0
(14)	(17)	(15)	(2)	(12)	(10)

Senses: blindsight 30 ft., passive

Perception 11

Languages: -

Challenge rating: 1 (200 XP)

Burrow. Dogmoles cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 5 feet in diameter.

Wormkiller Rage. Wild dogmole packs are famed for their battles against monsters in the dark caverns of the world. If the dogmole draws blood against vermin, a purple worm, or other underground invertebrates, it gains a +4 boost to its Strength and Constitution, but suffers a -2 penalty to its AC. The wormkiller rage lasts for 3 rounds. It cannot end the rage voluntarily while the creatures that sent it into a rage still lives.

Actions

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

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) slashing damage.

Source: Tome of Beasts OGL

Dryad

Medium fey, neutral

Duergar

Armor class: 11 (16 with *barkskin*)

Hit points: 22 (5d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+1	0	+2	+2	+4
(10)	(12)	(11)	(14)	(15)	(18)

Senses: darkvision 60 ft., passive Perception 14

Languages: Elvish, Sylvan

Challenge rating: 1 (200 XP)

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

At will: druidcraft 3/day each: entangle, goodberry 1/day each: barkskin, pass without trace, shillelagh

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions

Club. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 **Wisdom** saving throw or be magically

charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Source: Systems Reference Document

Duergar

Medium humanoid, lawful evil

Armor class: 16 (scale mail, shield)

Hit points: 26 (4d8 + 8)

Speed: walk: 25 ft.

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

Senses: darkvision 120 ft., passive

Perception 10

Languages: Dwarvish, Undercommon

Challenge rating: 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically

increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Source: *Systems Reference Document*

Elite Kobold

Small humanoid, lawful neutral

Armor class: 14 (leather armor)

Hit points: 26 (4d8+8)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Draconic

Challenge rating: 1 (200 XP)

Combat Tunneler. If two elite kobolds wielding any combination of picks and shovels combine their efforts, they gain a

burrow speed of 15 feet through non-rocky soil.

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

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

Actions

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

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

Lantern Splash (Recharge 5-6). The elite kobold opens its miner's lantern and splashes burning oil in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Small but Fierce. Two elite kobolds within 5 feet of each other can combine their actions to slam their mining picks into the ground and split the earth in a 20-foot line that is 5 feet wide, extending from one of the pair. Each creature in that line must make a DC 13 Dexterity saving throw. On a failure, a creature takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Source: *Creature Codex OGL*

Emerald Eye

Tiny construct, chaotic evil

Armor class: 14

Hit points: 54 (12d4 + 24)

Speed: hover: True ft., walk: 0 ft., fly: 30 ft.

Eonic Drifter

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

Saving throws: Dex +4 Con +4 Int +4

Damage immunities: poison

Condition immunities: blinded, deafened, exhausted, paralyzed, petrified, poisoned, prone, unconscious

Senses: passive Perception \$1

Languages: Common, Draconic, telepathy 250 ft.

Challenge rating: 1 (200 XP)

Bound. An emerald eye cannot move more than 25 feet away from the creature that it is psychically linked to. It begins existence bound to its creator, but a free emerald eye can bind itself to another creature as in the Bind action.

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

Actions

Slash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 14 (5d4 + 2) slashing damage.

Attraction (Recharge 5-6). An emerald eye can compel one creature to move toward a particular person or object. If the creature fails a **DC 13 Charisma** saving throw, it feels a powerful compulsion to move toward whatever the emerald eye chooses. The target creature must be within 25 feet of the emerald eye when attraction is triggered, but the creature is then free to move beyond this range while remaining under the effect. Nothing seems out of the ordinary to the creature, but it does not knowingly put itself or its allies in harm's way to reach the object. The creature may attempt another **DC 13 Charisma** saving throw at the start of each of its turns; a success ends the effect.

Bind (3/Day). The emerald eye can bind itself psychically to a creature with an Intelligence of 6 or greater. The attempt

fails if the target succeeds on a **DC 13 Charisma** saving throw. The attempt is unnoticed by the target, regardless of the result.

Telepathic Lash (3/Day). An emerald eye can overwhelm one humanoid creature within 25 feet with emotions and impulses the creature is hard-pressed to control. If the target fails a **DC 13 Wisdom** saving throw, it is stunned for 1 round.

Source: Tome of Beasts OGL

Eonic Drifter

Medium humanoid, chaotic neutral

Armor class: 13 (leather armor)

Hit points: 65 (10d8 + 20)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	+2	+4	0	+1
(9)	(14)	(14)	(18)	(11)	(13)

Senses: passive Perception \$1

Languages: Common, Eonic, Giant, Sylvan

Challenge rating: 1 (200 XP)

Actions

Multiattack. The eonic drifter can either use Drift Backward or make two attacks with its time warping staff. The eonic drifter's future self (if present) can only use Drift Forward.

Time Warping Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.

Drift Backward (1/Day). A future self of the eonic drifter materializes in an unoccupied space within 30 feet of the drifter. The future self has the eonic drifter's stats and its full hit points, and it takes its turn immediately after its present self. Killing the original eonic drifter makes its future self disappear. If the present self sees its future self die, the

eonic drifter must make a **DC 13 Wisdom** saving throw. There is no effect if the save succeeds. If the saving throw fails, roll **1d6** to determine the effect on the eonic drifter: 1 = frightened, 2 = incapacitated, 3 = paralyzed, 4 = unconscious, 5 or 6 = has disadvantage on attack rolls and ability checks. These effects last **1d4** rounds.

Drift Forward (2/Day). The future self makes a time warping staff attack against a target. If the attack hits, instead of causing bludgeoning damage, both the target and the attacker jump forward through time, effectively ceasing to exist in the present time. They reappear in the same locations **1d4** rounds later, at the end of the present self's turn. Creatures occupying those locations at that moment are pushed 5 feet in a direction of their own choosing. The target of the drift (but not the future self) must then make a **DC 13 Wisdom** saving throw, with effects identical to those for the eonic drifter witnessing the death of its future self (see Drift Backward). The future self doesn't reappear after using this ability the second time; only the target of the drift reappears from the second use. This does not trigger a saving throw for the present self.

Source: Tome of Beasts OGL

Erina Defender

Small humanoid, neutral

Armor class: 15 (chain shirt)

Hit points: 44 (8d6 + 16)

Speed: walk: 20 ft., burrow: 20 ft.

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

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Erina

Challenge rating: 1 (200 XP)

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

Hardy. The erina has advantage on saving throws against poison.

Spines. An enemy who hits the erina with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage.

Actions

Multiattack. The erina defender makes two attacks.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Tome of Beasts OGL

Eye of the Gods

Small celestial, any alignment (as its creator deity)

Armor class: 14

Hit points: 36 (8d6+8)

Speed: fly: 50 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+1	+1	+5	+3
(8)	(18)	(12)	(13)	(20)	(16)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, poisoned

Senses: truesight 120 ft., passive

Perception 19

Languages: all, telepathy 60 ft.

Challenge rating: 1 (200 XP)

Blazing Nimbus. A hostile creature that touches the eye of the gods or hits it with a melee attack while within 5 feet of it takes 3 (1d6) radiant (good or neutral eyes) or necrotic (evil eyes) damage.

Corona of Truth. Allies within 10 feet of the eye of the gods have truesight of 20 feet.

Divine Conduit. The deity that created the eye of the gods can see everything the eye sees and can instantly recall the eye to its side at any time.

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

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) radiant (good or neutral eyes) or necrotic (evil eyes) damage.

Divine Inspiration (Recharge 5-6). The eye of the gods inspires all allies within 10 feet. For 1 minute, all inspired creatures have advantage on saving throws against being frightened.

Source: *Creature Codex OGL*

Gerridae

Large fey, neutral

Armor class: 14
 Hit points: 77 (9d10 + 27)
 Speed: walk: 10 ft., climb: 10 ft., swim: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	-4	+1	-2
(16)	(15)	(17)	(2)	(13)	(7)

Senses: darkvision 60 ft., passive Perception 11
 Languages: -
 Challenge rating: 1 (200 XP)

Bred to the Saddle. Gerridae do not take any penalties to their movement or speed due to encumbrance or carrying a single rider.

Waterborne. Any gerridae can run while on the surface of water, but not while on land

or climbing. They treat stormy water as normal rather than difficult terrain. A gerridae takes one point of damage for every hour spent on dry land.

Actions

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

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

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

Source: *Tome of Beasts OGL*

Ghoul

Medium undead, chaotic evil

Armor class: 12
 Hit points: 22 (5d8)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	-2	0	-2
(13)	(15)	(10)	(7)	(10)	(6)

Condition immunities: poisoned
 Senses: darkvision 60 ft., passive Perception 10
 Languages: Common
 Challenge rating: 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success.

Source: Systems Reference Document

Giant Eagle

Large beast, neutral good

Armor class: 13

Hit points: 26 (4d10)

Speed: walk: 10 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	-1	+2	0
(16)	(17)	(13)	(8)	(14)	(10)

Senses: passive Perception 14

Languages: Giant Eagle, understands Common and Auran but can't speak

Challenge rating: 1 (200 XP)

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

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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

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

Source: Systems Reference Document

Giant Hyena

Large beast, unaligned

Armor class: 12

Hit points: 45 (6d10)

Speed: walk: 50 ft.

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

Senses: passive Perception 13

Challenge rating: 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

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

Source: Systems Reference Document

Giant Octopus

Large beast, unaligned

Armor class: 11

Hit points: 52 (8d10)

Speed: walk: 10 ft., swim: 60 ft.

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

Senses: darkvision 60 ft., passive Perception 14

Challenge rating: 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Giant Spider

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Source: *Systems Reference Document*

Giant Spider

Large beast, unaligned

Armor class: 14 (natural armor)

Hit points: 26 (4d10)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	-4	0	-3
(14)	(16)	(12)	(2)	(11)	(4)

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

Challenge rating: 1 (200 XP)

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

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a **DC 11 Constitution** saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Source: *Systems Reference Document*

Giant Toad

Large beast, unaligned

Armor class: 11

Hit points: 39 (6d10)

Speed: walk: 20 ft., swim: 40 ft.

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

Senses: darkvision 30 ft., passive Perception 10

Challenge rating: 1 (200 XP)

Amphibious. The toad can breathe air and water

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

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) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Source: *Systems Reference Document*

Giant Vulture

Large beast, neutral evil

Armor class: 10

Hit points: 22 (3d10)

Speed: walk: 10 ft., fly: 60 ft.

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

Senses: passive Perception 13

Languages: understands Common but can't speak

Challenge rating: 1 (200 XP)

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

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

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

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

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Source: *Systems Reference Document*

Glass Gator

Large beast, unaligned

Armor class: 15 (natural armor)

Hit points: 45 (7d10 + 7)

Speed: walk: 30 ft., swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-3	0	-3
(15)	(14)	(12)	(4)	(10)	(5)

Senses: Blindsight 30 ft., passive

Perception 12

Languages: -

Challenge rating: 1 (200 XP)

Amphibious. The glass gator can breathe air and water.

Lunge. When the glass gator leaps at least 10 feet toward a creature and hits that creature with a claws attack on the same turn, it can immediately constrict the target as a bonus action.

Transparency. The glass gator has advantage on Dexterity (Stealth) checks while underwater or in dim light.

Standing Leap. The glass gator can long jump up to 15 feet from water or up to 10 feet on land, with or without a running start.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the glass gator can't attack a different target.

Constrict. One creature that's already grappled by the glass gator takes 7 (2d4 + 2) bludgeoning damage plus 7 (2d6) poison damage, or half as much poison damage with a successful DC 11 Constitution saving throw.

Source: *Tome of Beasts OGL*

Great Mandrake

Tiny plant, unaligned

Armor class: 11 (natural armor)

Hit points: 44 (8d4+24)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-1	+3	-3	0	+1
(14)	(8)	(16)	(4)	(11)	(12)

Damage immunities: poison

Condition immunities: exhaustion, poisoned

Senses: tremorsense 60 ft. (blind beyond this radius), passive Perception 11

Languages: Common

Challenge rating: 1 (200 XP)

Actions

Multiattack. A great mandrake makes two attacks with its bite. When its shriek is available, it can use the shriek in place of one bite attack.

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

Shriek (Recharge 3-6). Each creature within 60 feet of the mandrake that can hear it must succeed on a **DC 13 Constitution** saving throw or take 11 (3d6) thunder damage. If a creature fails the saving throw by 5 or more, it is stunned until the end of its next turn. If it fails by 10 or more, it falls unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, regaining consciousness on a success.

Source: Creature Codex OGL

Grindylow

Medium aberration, chaotic evil

Armor class: 13 (natural armor)

Hit points: 27 (5d8+5)

Speed: swim: 40 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-1	+2	-1
(13)	(14)	(12)	(8)	(14)	(9)

Senses: darkvision 60 ft., passive

Perception 12

Languages: Aquan

Challenge rating: 1 (200 XP)

Mimicry. The grindylow can mimic humanoid voices. A creature that hears the sounds can tell they are imitations with a successful **DC 13 Wisdom** (Insight) check.

Slippery. The grindylow has advantage on ability checks and saving throws made to escape a grapple.

Water Breathing. The grindylow can breathe only underwater.

Actions

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

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

Claws. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 8 (2d6 + 1) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the grindylow can't use its claws on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the grindylow if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

After releasing the ink, the grindylow can use the Dash action as a bonus action.

Source: Creature Codex OGL

Gumienniki*Small fiend, neutral evil*

Armor class: 13

Hit points: 22 (5d6+5)

Speed: walk: 30 ft.

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

Damage immunities: poison**Condition immunities:** poisoned**Senses:** darkvision 60 ft., passive

Perception 10

Languages: Abyssal, Common, Infernal**Challenge rating:** 1 (200 XP)

Shapechanger. As a bonus action, the gumienniki can change its form into a Tiny housecat, or back into its true form. Its statistics, other than its size, are the same in each form except it loses its flaming hand scythe attack when in cat form.

Through Grass and Sheaves. The gumienniki's speed is doubled when traveling over grassy areas or through planted crops.

Actions

Flaming Hand Scythe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage and 7 (2d6) fire damage.

Fiendish Blink (1/Day). The gumienniki flashes its glowing eyes, illuminating a 15-foot cone. Each creature in that area that can see the gumienniki must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

Source: *Creature Codex OGL***Harpy***Medium monstrosity, chaotic evil*

Armor class: 11

Hit points: 38 (7d8 + 7)

Speed: walk: 20 ft., fly: 40 ft.

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

Senses: passive Perception 10**Languages:** Common**Challenge rating:** 1 (200 XP)**Actions**

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Source: *Systems Reference Document*

Hippogriff*Large monstrosity, unaligned*

Armor class: 11

Hit points: 19 (3d10 + 3)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-4	+1	-1
(17)	(13)	(13)	(2)	(12)	(8)

Senses: passive Perception 15

Challenge rating: 1 (200 XP)

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

Actions

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

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

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

Source: *Systems Reference Document***Imp***Tiny fiend, lawful evil*

Armor class: 13

Hit points: 10 (3d4 + 3)

Speed: walk: 20 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+1	0	+1	+2
(6)	(17)	(13)	(11)	(12)	(14)

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Infernal, Common

Challenge rating: 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Variant: Familiar. The imp can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. At any time and for any reason, the imp can end its service as a familiar, ending the telepathic bond.

Actions

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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

Source: *Systems Reference Document***Kobold Trapsmith***Small humanoid, lawful neutral*

Armor class: 14 (leather)

Hit points: 36 (8d6 + 8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+1	+3	+1	-1
(7)	(16)	(12)	(16)	(13)	(8)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic

Challenge rating: 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold trapsmith has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

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

Thief's Tools. The kobold trapsmith has proficiency with thief's tools and is seldom without them. If its tools are taken away or lost, it can cobble together a new set from wire, bits of metal, and other junk in 30 minutes.

Traps and Snares. The kobold trapsmith excels at setting mechanical traps. Detecting, disarming, avoiding, or mitigating its traps require successful DC 13 checks or saving throws, and the traps have +5 attack bonuses. With thief's tools and basic construction materials, a trapsmith can set up one of the simple but effective traps listed below in 5 minutes. Triggers involve pressure plates, tripwires, small catches in a lock, or other simple mechanisms.

Choke Bomb. This small incendiary device burns rapidly and releases choking smoke in a 20-foot sphere. The area is heavily obscured. Any breathing creature that's in the affected area when the cloud is created or that starts its turn in the cloud is poisoned. Once a poisoned creature leaves

the cloud, it makes a **DC 13 Constitution** saving throw at the end of its turns, ending the poisoned condition on a success. The smoke dissipates after 10 minutes, or after 1 round in a strong wind.

Poisoned Sliver. A poisoned sliver or needle can be hidden almost anywhere: inside a lock or a box, in a carpeted floor, on the underside of a door handle, in a cup of liquid or a bowl of gems. When someone meets the conditions for being jabbed by the sliver, the trap makes a melee weapon attack with advantage: +5 to hit, reach 0 ft., one target; Hit: 2 (**1d4**) piercing damage plus 14 (**4d6**) poison damage, or one-half poison damage with a successful **DC 13 Constitution** saving throw.

Skullpopper. This trap consists of either a heavy weight, a spike, or a blade, set to fall or swing into a victim. When triggered, a skullpopper makes a melee weapon attack against the first target in its path: +5 to hit, reach 15 ft., one target; Hit: 11 (**2d10**) damage. The type of damage depends on how the skullpopper is built: a stone or heavy log does bludgeoning damage, a spiked log does piercing damage, a scything blade does slashing damage, etc.

Slingsnare. A concealed loop of rope or wire is affixed to a counterweight. When a creature steps into the snare, it must make a successful **DC 13 Dexterity** saving throw or be yanked into the air and suspended, upside down, 5 feet above the ground. The snared creature is restrained (escape DC 13). The cord is AC 10 and has 5 hit points.

Actions

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (**1d8 + 3**) piercing damage plus 7 (**2d6**) poison damage, or one-half poison damage with a successful **DC 13 Constitution** saving throw.

Shredder (Recharge 6). The kobold trapsmith primes and throws a device at a point within 30 feet. The device explodes when it hits something solid, flinging razor-sharp spikes in a 15-foot-radius sphere. Every creature in the area takes 14 (4d6) piercing damage, or half damage with a successful DC 13 **Dexterity** saving throw. The ground inside the spherical area is littered with spikes; it becomes difficult terrain, and a creature that falls prone in the area takes 7 (2d6) piercing damage.

Stunner (1/Day). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage, and the target is restrained (escape DC 13). While restrained, the target takes 7 (2d6) lightning damage at the start of its turn and falls prone. The trapsmith has advantage on the attack roll if the target is wearing metal armor. A stunner is a bola made of metal wire, magnets, and static electricity capacitors. A kobold trapsmith can recharge it during a long rest.

Source: *Tome of Beasts OGL*

Leshy

Medium monstrosity, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 84 (13d8 + 26)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Sylvan

Challenge rating: 1 (200 XP)

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

at will: animal friendship, pass without trace, speak with animals

1/day each: entangle, plant growth, shillelagh, speak with plants, hideous laughter

Camouflage. A leshy has advantage on Stealth checks if it is at least lightly obscured by foliage.

Mimicry. A leshy can mimic the calls and voices of any creature it has heard. To use this ability, the leshy makes a Charisma (Deception) check. Listeners who succeed on an opposed Wisdom (Insight) or Intelligence (Nature).DM's choice.realize that something is mimicking the sound. The leshy has advantage on the check if it's mimicking a general type of creature (a crow's call, a bear's roar) and not a specific individual's voice.

Actions

Multiattack. The leshy makes two club attacks.

Change Size. The leshy appears to change its size, becoming as tall as a massive oak (Gargantuan) or as short as a blade of grass (Tiny). The change is entirely illusory, so the leshy's statistics do not change.

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

Source: *Tome of Beasts OGL*

Light Cavalry

Medium humanoid, lawful neutral

Armor class: 14 (leather, shield)

Hit points: 39 (6d8+12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	-1	+2	-1
(15)	(12)	(15)	(8)	(14)	(9)

Senses: passive Perception 14
Languages: Common, Draconic
Challenge rating: 1 (200 XP)

Infantry Slayer. While mounted, the dragonborn has advantage on melee weapon attacks against creatures that are Medium or smaller and are not mounted.

Mounted Warrior. While mounted, the dragonborn's mount can't be charmed or frightened.

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes fire in a 15-foot cone. All creatures in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Lion

Large beast, unaligned

Armor class: 12
 Hit points: 26 (4d10)
 Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	+2 (15)	+1 (13)	-4 (3)	+1 (12)	-1 (8)

Senses: passive Perception 13
Challenge rating: 1 (200 XP)

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

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

Pounce. If the lion moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 ft..

Actions

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

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

Source: *Systems Reference Document*

Moss Lurker

Small humanoid, chaotic neutral

Armor class: 15 (natural armor)
 Hit points: 45 (10d6 + 10)
 Speed: walk: 30 ft.

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

Saving throws: Str +4 Dex +4

Damage immunities: fire, poison

Condition immunities: blind, poisoned

Senses: blindsight 60 ft., passive Perception 12

Languages: Giant, Sylvan, Trollkin

Challenge rating: 1 (200 XP)

Camouflage. A moss lurker has advantage on Dexterity (Stealth) checks to hide in forested or swampy terrain.

Mud Golem

Love of Heavy Weapons. While moss lurkers can use heavy weapons, they have disadvantage while wielding them.

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

Poisoned Gifts. A moss lurker can contaminate liquids or food with poison. Someone who consumes the contaminated substance must make a successful **DC 11 Constitution** saving throw or become poisoned for 1 hour. When the poison is introduced, the moss lurker can choose a poison that also causes the victim to fall unconscious, or to become paralyzed while poisoned in this way. An unconscious creature wakes if it takes damage, or if a creature uses an action to shake it awake.

Actions

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

Great Sword or Maul. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing or bludgeoning damage.

Mushroom-Poisoned Javelin. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage and the target is poisoned until the start of the moss lurker's next turn. A successful **DC 11 Constitution** save halves the poison damage and prevents poisoning.

Dropped Boulder. Ranged Weapon Attack: +4 to hit, range 100 ft. (vertically), one target. Hit: 10 (3d6) bludgeoning damage.

Source: *Tome of Beasts OGL*

Mud Golem

Small construct, unaligned

Armor class: 10

Hit points: 27 (6d6+6)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+1	-4	-1	-5
(15)	(10)	(13)	(3)	(8)	(1)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 9

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

Challenge rating: 1 (200 XP)

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

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

Actions

Multiattack. The mud golem makes two slam attacks.

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

Mud Ball. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 3 (1d6) bludgeoning damage, and the target is blinded until the end of its next turn.

Source: *Creature Codex OGL*

Nihilethic Zombie

Medium undead, neutral evil

Armor class: 9 (natural armor)

Hit points: 22 (3d8 + 9)

Speed: walk: 20 ft., swim: 30 ft.

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

Saving throws: Wis +0

Damage immunities: cold, necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons (only when in ethereal form)

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

Languages: understand Void Speech and the languages it knew in life but can't speak

Challenge rating: 1 (200 XP)

Undead Fortitude. If damage reduces the nihileth to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the nihileth drops to 1 hit point instead.

Dual State. Like its nihileth creator, a nihilethic zombie can assume either a material or ethereal form. When in its material form, it has resistance to nonmagical weapons. In its ethereal form, it is immune to nonmagical weapons. Its ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within.

Actions

Slam (Material Form Only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage and the target must make a successful **DC 13 Constitution** saving throw or become diseased. The disease has little effect for 1 minute; during that time, it can be removed by bless, lesser restoration, or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is at least partially underwater, and the disease can only be removed by heal or comparable magic. Unless the creature is either fully

submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 2d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth that commands the attacking zombie.

Withering Touch (Ethereal Form). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) necrotic damage.

Form Swap. As a bonus action, the nihilethic zombie can alter between its material and ethereal forms at will.

Sacrifice Life. A nihilethic zombie can sacrifice itself to heal a nihileth within 30 feet of it. All of its remaining hit points transfer to the nihileth in the form of healing. The nihilethic zombie is reduced to 0 hit points and it doesn't make an Undead Fortitude saving throw. A nihileth cannot be healed above its maximum hit points in this manner.

Source: Tome of Beasts OGL

Nodosaurus

Large beast, unaligned

Armor class: 13 (natural armor)

Hit points: 45 (6d10+12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	-4	+1	-3
(17)	(11)	(14)	(2)	(12)	(5)

Senses: passive Perception 11

Challenge rating: 1 (200 XP)

Swamp Camouflage. The nodosaurus has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Source: *Creature Codex OGL*

Pact Drake

Small dragon, lawful neutral

Armor class: 14 (natural armor)

Hit points: 45 (8d6+24)

Speed: fly: 60 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	+3	+3	+4	+5
(9)	(14)	(17)	(17)	(18)	(20)

Saving throws: Dex +4 Wis +6

Damage immunities: psychic, radiant

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., truesight 60 ft., passive Perception 16

Languages: all

Challenge rating: 1 (200 XP)

Binding Witness. Creatures that make a pact or agree to terms while the drake witnesses the agreement are bound by the drake's magic. They have disadvantage on saving throws against scrying by the drake (simply making a successful save against the drake's scrying usually is enough to arouse its suspicion), and they become potential targets for the drake's Punish Transgressor action.

Sense Falsehood. The drake knows if it hears a lie.

Innate Spellcasting. A pact drake's spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring only somatic components: At will: detect magic 3/day each: arcane eye, clairvoyance, scrying

Actions

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

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

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

Enforced Diplomacy (Recharge 5-6). The pact drake breathes a calming haze in a 30-foot cone. Creatures in the cone must make a DC 15 Charisma saving throw or be charmed for 1 minute. While charmed, a creature also can't attack up to five creatures of the pact drake's choice. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Punish Transgressor. The drake targets a single creature within 60 feet that broke the terms of a pact witnessed by the drake. The creature must succeed on a DC 15 Charisma saving throw or be blinded, deafened, and stunned for 1d6 minutes. The conditions can be ended early only with a dispel magic (DC 15) spell or similar magic. When these conditions end, the affected creature has disadvantage on saving throws until it finishes a long rest.

Source: *Creature Codex OGL*

Phantom

Medium undead, any alignment

Armor class: 11

Hit points: 22 (5d8)

Speed: fly: 40 ft., hover: True ft., walk: 0 ft.

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

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive

Perception 11

Languages: any languages it knew in life

Challenge rating: 1 (200 XP)

Incorporeal Movement. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Weakness. While in sunlight, the phantom has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Ghostly Grasp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage.

Chilling Moan (Recharge 5-6). The phantom emits an eerie moan. Each creature within 30 feet that isn't an undead or a construct must make a **DC 13 Wisdom** saving throw. On a failure, the target takes 9 (2d8) cold damage and is frightened until the end of the phantom's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. On a success, the target takes half the damage and isn't frightened.

Source: Creature Codex OGL

Quasit

Tiny fiend, chaotic evil

Armor class: 13

Hit points: 7 (3d4)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+3	0	-2	0	0
(5)	(17)	(10)	(7)	(10)	(10)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 10

Languages: Abyssal, Common

Challenge rating: 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Variant: Familiar. The quasit can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

Actions

Claw (Bite in Beast Form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a **DC 10 Constitution** saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/day). One creature of the quasit's choice within 20 ft. of it must succeed on a **DC 10 Wisdom** saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment

Ratfolk Rogue

the quasit wears or carries is invisible with it.

Source: *Systems Reference Document*

Ratfolk Rogue

Small humanoid, neutral

Armor class: 15 (studded leather armor)

Hit points: 18 (4d6 + 4)

Speed: walk: 25 ft., swim: 10 ft.

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

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Thieves Cant

Challenge rating: 1 (200 XP)

Cunning Action. A ratfolk rogue can use a bonus action to Dash, Disengage, or Hide.

Nimbleness. A ratfolk rogue can move through the space of any creature size Medium or larger.

Pack Tactics. A ratfolk rogue has advantage on its attack roll against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally is capable of attacking.

Sneak Attack (1/Turn). A ratfolk rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of its allies that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Rat Dagger Flurry. Ranged Weapon Attack: +5 to hit, range 20/60 ft., three targets. Hit: 7 (1d4 + 3) piercing damage.

Source: *Tome of Beasts OGL*

Ratfolk Warlock

Small humanoid, any alignment

Armor class: 13 (16 with mage armor)

Hit points: 27 (6d6+6)

Speed: swim: 10 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	+2	+1	+3
(8)	(16)	(12)	(14)	(12)	(17)

Saving throws: Wis +3 Cha +5

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common

Challenge rating: 1 (200 XP)

Nimbleness. The ratfolk warlock can move through the space of any Medium or larger creature.

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

Innate Spellcasting. The ratfolk warlock's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: dancing lights, eldritch blast, fire bolt, mage armor, mage hand, minor illusion, poison spray, speak with animals 3/day each: command, darkness, hellish rebuke 1/day each: blindness/deafness, hold person

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Darken. The ratfolk warlock causes tendrils of shadow to reach out from its body toward all creatures within 10 feet of it. Each creature in the area must succeed on a DC 13 Wisdom saving throw or be restrained by the tendrils until the end of the ratfolk warlock's next turn.

Source: *Creature Codex OGL*

Rime Worm Grub

Medium elemental, neutral

Armor class: 13 (natural armor)
Hit points: 45 (6d8 + 18)
Speed: walk: 30 ft., swim: 30 ft., burrow: 20 ft.

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

Saving throws: Str +5 Con +5
Senses: darkvision 200 ft., passive Perception 11
Languages: -
Challenge rating: 1 (200 XP)

Born of Rime. A rime worm grub can breathe air or water with equal ease.

Ravenous. At the grub stage, the worm is painfully hungry. Rime worm grubs can make opportunity attacks against enemies who disengage.

Actions

Multiattack. The rime worm makes one tendril attack and one gnash attack.

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

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

Source: *Tome of Beasts OGL*

Serpentfolk of Yig

Medium humanoid, neutral evil

Armor class: 12
Hit points: 40 (9d8)
Speed: walk: 30 ft.

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

Saving throws: Cha +4

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Abyssal, Common, Draconic, Infernal, Void Speech

Challenge rating: 1 (200 XP)

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

Innate Spellcasting. The serpentfolk's innate spellcasting ability is Charisma (spell save DC 12). The serpentfolk can innately cast the following spells, requiring no material components: 3/day each: charm person, disguise self

Actions

Multiattack. The serpentfolk makes two attacks: one with its bite and one with its scimitar.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Serpentine Lamia

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: *Creature Codex OGL*

Serpentine Lamia

Medium monstrosity, neutral evil

Armor class: 13 (leather armor)

Hit points: 36 (8d8)

Speed: climb: 20 ft., swim: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	0	-1	+1	+2
(12)	(15)	(11)	(8)	(13)	(15)

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Common

Challenge rating: 1 (200 XP)

Seductive Gaze. When a humanoid that can see the serpentine lamia's eyes starts its turn within 30 feet of the serpentine lamia, the serpentine lamia can force it to make a DC 13 Charisma saving throw if the serpentine lamia isn't incapacitated and can see the creature. If the creature fails, it is charmed for 1 minute. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the serpentine lamia's Seductive Gaze for the next 24 hours.

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

Serpent Strike. The serpentine lamia has advantage on attack rolls against a creature it has surprised, or that is charmed by it or its allies.

Snake Body. The serpentine lamia has advantage on saving throws and ability checks against being knocked prone.

Actions

Multiattack. The serpentine lamia makes two attacks, only one of which can be a constrict attack.

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the serpentine lamia can't constrict another target.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: *Creature Codex OGL*

Shadow Blight

Small plant, neutral evil

Armor class: 13 (natural armor)

Hit points: 65 (10d6+30)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+3	-3	+3	-4
(13)	(15)	(16)	(5)	(16)	(3)

Condition immunities: blinded, deafened

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 13

Challenge rating: 1 (200 XP)

False Appearance. While the shadow blight remains motionless, it is indistinguishable from the stump of a dead tree.

Actions

Frozen Shadow Tendril. Melee Spell Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (2d6) cold damage plus 3 (1d6) necrotic damage.

Animate Plants (Recharges after a Short or Long Rest). The shadow blight magically animates 1d4 plants within 60 feet of it, turning them into awakened shrubs under its control. These plants' attacks deal an additional 3 (1d6) necrotic damage. If the shrubs are not destroyed before 1 hour passes, they become new shadow blights.

Source: *Creature Codex OGL*

Sharkjaw Skeleton

Large undead, lawful evil

Armor class: 13 (natural armor)
Hit points: 45 (6d10 + 12)
Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	-2	-1	-3
(16)	(10)	(15)	(6)	(8)	(4)

Damage immunities: cold, necrotic, poison
Condition immunities: exhaustion, poisoned
Senses: darkvision 60 ft., blindsense 30 ft., passive Perception 11
Languages: understands the languages of its creator but can't speak
Challenge rating: 1 (200 XP)

Actions

Multiattack. The sharkjaw skeleton makes one bite attack and one claw attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a Large or smaller

creature, it is grappled (escape DC 13). Until this grapple ends, the sharkjaw skeleton can bite only the grappled creature and has advantage on attack rolls to do so.

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

Source: *Tome of Beasts OGL*

Shockwing

Small beast, unaligned

Armor class: 12
Hit points: 27 (5d6+10)
Speed: fly: 30 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	-4	0	-2
(11)	(15)	(14)	(3)	(10)	(7)

Damage immunities: lightning
Senses: darkvision 60 ft., passive Perception 12
Challenge rating: 1 (200 XP)

Antennae. The giant moth has advantage on Wisdom (Perception) checks that rely on smell.

Charged. At the start of each of the shockwing's turns, each creature within 5 feet of it must succeed on a DC 12 Constitution saving throw or take 2 (1d4) lightning damage. This trait doesn't function if the shockwing has used its Fulminating Wings in the last 24 hours.

Actions

Multiattack. The shockwing makes two proboscis attacks.

Proboscis. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage and 2 (1d4) lightning damage.

Specter

Fulminating Wings (1/Day). A 20-foot radius burst of electricity releases from the shockwing. Each creature in that area must succeed on a **DC 12 Constitution** saving throw or be stunned until the end of its next turn.

Source: *Creature Codex OGL*

Specter

Medium undead, chaotic evil

Armor class: 12

Hit points: 22 (5d8)

Speed: hover: True ft., walk: 0 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+2	0	0	0	0
(1)	(14)	(11)	(10)	(10)	(11)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

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

Challenge rating: 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a **DC 10 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a

long rest. The target dies if this effect reduces its hit point maximum to 0.

Source: *Systems Reference Document*

Spy

Medium humanoid, any alignment

Armor class: 12

Hit points: 27 (6d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 16

Languages: any two languages

Challenge rating: 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: *Systems Reference Document*

Sunset Raptor

Medium monstrosity, unaligned

Armor class: 13 (natural armor)
 Hit points: 32 (5d8+10)
 Speed: walk: 50 ft.

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

Senses: passive Perception 13
 Challenge rating: 1 (200 XP)

Hypnotic Plumage. When a creature that can see the sunset raptor's tail starts its turn within 100 feet of the raptor, the raptor can force it to make a **DC 12 Wisdom** saving throw if the raptor isn't incapacitated and can see the creature. On a failure, a creature becomes charmed until the start of its next turn. While charmed, the creature is incapacitated as it suffers from surreal hallucinations and must move up to its speed closer to the raptor that charmed it. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the sunset raptor, a target can repeat the saving throw, ending the effect on itself on a success. Other sunset raptors are immune to this effect.

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

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

Actions

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

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

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

Source: *Creature Codex OGL*

Suppurating Ooze

Medium ooze, unaligned

Armor class: 8
 Hit points: 30 (4d8+12)
 Speed: climb: 10 ft., walk: 10 ft.

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

Saving throws: Con +5

Damage immunities: poison

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Seeping Death. A living creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and must succeed on a **DC 13 Constitution** saving throw or contract a disease. At the end of each long rest, the diseased creature must succeed on a **DC 13 Constitution** saving throw or its Dexterity score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies and its body becomes a suppurating ooze 1d4 hours later. The disease lasts until removed by the lesser restoration spell or other similar magic.

Swarm of Quippers

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

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a **DC 13 Constitution** saving throw or become infected with the seeping death disease (see the Seeping Death trait).

Source: *Creature Codex OGL*

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

Armor class: 13

Hit points: 28 (8d8)

Speed: walk: 0 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	-1	-5	-2	-4
(13)	(16)	(9)	(1)	(7)	(2)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive

Perception 8

Challenge rating: 1 (200 XP)

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

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

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Source: *Systems Reference Document*

The Barbed

Small humanoid, lawful evil

Armor class: 13

Hit points: 44 (8d8+8)

Speed: walk: 30 ft.

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

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: Common, Draconic

Challenge rating: 1 (200 XP)

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

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

Actions

Barbed Slash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage and 3 (1d6) poison damage. The target must succeed on a **DC 12 Constitution** saving throw or be poisoned until the end of its next turn.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: *Creature Codex OGL*

Tiger*Large beast, unaligned*

Armor class: 12

Hit points: 37 (5d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-4	+1	-1
(17)	(15)	(14)	(3)	(12)	(8)

Senses: darkvision 60 ft., passive

Perception 13

Challenge rating: 1 (200 XP)

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

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 13 Strength** saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

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

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

*Source: Systems Reference Document***Wampus Cat***Medium monstrosity, chaotic neutral*

Armor class: 14

Hit points: 58 (9d8 + 18)

Speed: walk: 40 ft., climb: 20 ft., swim: 20 ft.

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

Senses: darkvision 60 ft., passive

Perception 12

Languages: Common**Challenge rating:** 1 (200 XP)

Focused Animosity. The wampus cat has advantage on melee attacks against any male she has seen employ divine magic or wield a holy symbol.

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

at will: disguise self (appearance of a female human), mage hand

2/day: hex

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

Actions

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

Yowl (Recharge 5-6). Intelligent creatures within 60 feet of the cat who are able to hear its voice must make a **DC 13 Charisma** saving throw. Those who fail find the sound of the wampus cat's voice pleasant and alluring, so that the cat has advantage on Charisma checks against them for 1 minute. The affected characters cannot attack the wampus cat during this time unless they are wounded in that time.

*Source: Tome of Beasts OGL***Weaving Spider***Tiny construct, unaligned*

Armor class: 15 (natural armor)

Hit points: 25 (10d4)

Speed: walk: 40 ft., climb: 40 ft.

Wirbeln Fungi

STR	DEX	CON	INT	WIS	CHA
0	+3	0	-1	-1	-1
(10)	(16)	(10)	(9)	(8)	(8)

Damage immunities: poison
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned
Senses: darkvision 60 ft., passive Perception 14
Languages: understands Common
Challenge rating: 1 (200 XP)

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

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

Actions

Multiattack. The weaving spider makes two trimming blade attacks or two needle shuttle attacks.

Trimming Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage and possible unmaking.

Poisoned Needle Shuttle. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must succeed on a **DC 13 Constitution** saving throw or become paralyzed. The target repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

Unmaking. The weaving spider's speed and its slim, sharp blade can slice cloth, leather, and paper into scraps very quickly. Whenever a weaving spider's trimming blade attack roll exceeds the target's armor class by 5 or more, the target must succeed on a **DC 13 Dexterity** saving throw or one of their possessions becomes unusable or damaged until repaired (DM's choice)

Source: Tome of Beasts OGL

Wirbeln Fungi

Small plant, lawful neutral

Armor class: 13
Hit points: 16 (3d8+3)
Speed: fly: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	0	+1	0
(8)	(16)	(13)	(10)	(12)	(10)

Condition immunities: blinded, deafened, frightened, poisoned
Senses: darkvision 60 ft., passive perception 13
Languages: Common, Druidic, Elvish, Sylvan
Challenge rating: 1 (200 XP)

Natural Appearance. While the wirbeln remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Poison Needle. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Dart. Ranged Weapon Attack. +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a creature, it must make a **DC 13 Constitution** saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spore Cloud. (Recharge 5-6). The wirbeln ejects spores in a 15foot cone. All creatures that are not wirbeln fungi must succeed on a **DC 13 Constitution** saving throw or take 5 (1d10) poison damage and be subject to one of the following effects for 1 minute, depending on the wirbeln's color: green is poisoned; red is blinded; yellow is

incapacitated; blue is paralyzed; purple is frightened; and black is 5 (2d4) poison damage each round. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Wyrmling Wind Dragon

Medium dragon, chaotic neutral

Armor class: 14

Hit points: 45 (7d8 + 14)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	+1	0	+2
(16)	(19)	(14)	(12)	(11)	(14)

Saving throws: Dex +6 Con +4 Wis +2 Cha +4

Damage immunities: lightning

Condition immunities: charmed, exhausted, paralyzed

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

Languages: Draconic, Primordial

Challenge rating: 1 (200 XP)

Actions

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

Breath of Gales (Recharge 5-6). The dragon exhales a blast of wind in a 15-foot cone. Each creature in that cone must make a successful **DC 12 Strength** saving throw or be pushed 15 feet away from the dragon and knocked prone. Unprotected flames in the cone are extinguished, and sheltered flames (such as those in lanterns) have a 50 percent chance of being extinguished.

Source: *Tome of Beasts OGL*

Zanskaran Viper

Large beast, unaligned

Armor class: 14 (natural armor)

Hit points: 38 (4d10 + 16)

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

STR	DEX	CON	INT	WIS	CHA
+1	0	+4	-4	+1	-4
(12)	(11)	(18)	(2)	(13)	(2)

Senses: darkvision 60 ft., passive

Perception 11

Languages: -

Challenge rating: 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) piercing damage, and the target must make a successful **DC 14 Constitution** saving throw or become poisoned. While poisoned this way, the target is blind and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Source: *Tome of Beasts OGL*

Challenge 2

Ahuizotl*Small monstrosity, unaligned*

Armor class: 14 (natural armor)

Hit points: 71 (13d6+26)

Speed: swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-2	+1	-2
(16)	(15)	(14)	(6)	(12)	(6)

Senses: darkvision 60 ft., passive

Perception 13

Challenge rating: 2 (450 XP)*Amphibious.* The ahuizotl can breathe air and water.*Spiky Coat.* A creature that touches the ahuizotl or hits it with a melee attack while within 5 feet of it must succeed on a **DC 14 Dexterity** saving throw or take 4 (1d8) piercing damage.**Actions***Multiattack.* The ahuizotl can use its Tail Grab. It then makes two attacks: one with its bite and one with its claw.*Bite.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.*Claw.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.*Tail Grab.* The ahuizotl grabs a creature or item. If the target is a Medium or smaller creature, it must succeed on a **DC 14 Strength** saving throw or be grappled (escape DC 14). The ahuizotl can then move up to its speed as a bonus action. The grappled creature must succeed on a **DC 14 Strength** saving throw or be pulled along 5 feet behind the ahuizotl. A creature being dragged by the ahuizotl makes attack rolls and Dexterity saving throws with disadvantage.If the target is an object or weapon being held by another creature, that creature must succeed on a **DC 14 Strength** saving throw, or the ahuizotl pulls the object away from the creature. After stealing an object or weapon, the ahuizotl can move up to its speed as a bonus action. The ahuizotl can only grapple one creature or hold one weapon or object at a time. If holding a weapon, it can use its Tail Grab action to make one attack with the weapon with no proficiency bonus*Source: Creature Codex OGL***Ankheg***Large monstrosity, unaligned*

Armor class: 14 (14 (natural armor), 11 while prone)

Hit points: 39 (6d10 + 6)

Speed: walk: 30 ft., burrow: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+1	-5	+1	-2
(17)	(11)	(13)	(1)	(13)	(6)

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 11**Challenge rating:** 2 (450 XP)**Actions***Bite.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.*Acid Spray (Recharge 6).* The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a **DC 13 Dexterity** saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Anubian

Source: *Systems Reference Document*

Anubian

Medium elemental, chaotic evil

Armor class: 13

Hit points: 44 (8d8 + 8)

Speed: walk: 30 ft.

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

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages: Primordial

Challenge rating: 2 (450 XP)

Sand Stealth. The anubian gains an additional +2 (+7 in total) to Stealth in sand terrain

Sand Step. Instead of moving, the anubian's humanoid form collapses into loose sand and immediately reforms at another unoccupied space within 10 feet. This movement doesn't provoke opportunity attacks. After using this trait in sand terrain, the anubian can Hide as part of this movement even if under direct observation. Anubians can sand step under doors or through similar obstacles, provided there's a gap large enough for sand to sift through.

Vulnerability to Water. For every 5 feet the anubian moves while touching water or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. An anubian completely immersed in water takes 10 (4d4) cold damage at the start of its turn.

Actions

Multiattack. The anubian makes two claw attacks.

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

Haboob (1/Day). The anubian creates a sandstorm in a cylinder 30-feet high, that reaches to within 5 feet of it. The storm moves with the anubian. The area is heavily obscured, and each creature other than an anubian that enters the sandstorm or ends its turn there must make a successful DC 13 Strength saving throw or be restrained by it. Also, each creature other than an anubian that ends its turn inside the sandstorm takes 3 (1d6) slashing damage. The anubian can maintain the haboob for up to 10 minutes as if concentrating on a spell. While maintaining the haboob, the anubian's speed is reduced to 5 feet and it can't sand step. Creatures restrained by the sandstorm move with the anubian. A creature can free itself or an adjacent creature from the sandstorm by using its action and making a DC 13 Strength check. A successful check ends the restraint on the target creature.

Source: *Tome of Beasts OGL*

Arcamag

Tiny monstrosity, neutral

Armor class: 13 (natural armor)

Hit points: 22 (5d4+10)

Speed: fly: 30 ft., hover: True ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
-2	0	+2	-3	+1	+4
(7)	(10)	(15)	(5)	(12)	(18)

Senses: darkvision 60 ft., passive Perception 11

Languages: understands Common but can't speak

Challenge rating: 2 (450 XP)

Camouflage. While attached to a host, the arcamag has advantage on Dexterity (Stealth) checks.

Shapechanger. The arcamag can use its action to polymorph into a small object, such as a ring, wand, orb, rod, or scroll. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. **False Appearance (Object Form Only).** While motionless, the arcamag is indistinguishable from an ordinary object.

Actions

Attach. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature that can cast spells. Hit: The arcamag attaches to the target. While attached, the arcamag doesn't attack. Instead, it causes a handful of changes in its spellcaster host (see Changes to the Host sidebar). The arcamag can detach itself by spending 5 feet of its movement. A creature other than the host can use its action to detach the arcamag by succeeding on a **DC 15 Strength** check. The host can use its action to detach the arcamag only after the host has expended all of its spell slots for the day, including the extra cantrips and spell slots gained from having the arcamag attached. Doing so doesn't require a Strength check. When the arcamag detaches itself or is detached from a host, the host takes 2 (**1d4**) psychic damage per spellcaster level.

Teleport (1/Day). The arcamag magically teleports up to 60 feet to an unoccupied space. If it is attached to a host when it uses this action, it automatically detaches.

Source: *Creature Codex OGL*

Awakened Tree

Huge plant, unaligned

Armor class: 13 (natural armor)
Hit points: 59 (**7d12**)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-2	+2	0	0	-2
(19)	(6)	(15)	(10)	(10)	(7)

Senses: passive Perception 10

Languages: one language known by its creator

Challenge rating: 2 (450 XP)

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

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (**3d6 + 4**) bludgeoning damage.

Source: *Systems Reference Document*

Azer

Medium elemental, lawful neutral

Armor class: 17 (natural armor, shield)
Hit points: 39 (**6d8 + 12**)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+1	+1	0
(17)	(12)	(15)	(12)	(13)	(10)

Saving throws: Con +4

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: passive Perception 11

Languages: Ignan

Challenge rating: 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 5 (**1d10**) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (**1d6**) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

Actions

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

Bandit Captain

bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Source: *Systems Reference Document*

Bandit Captain

Medium humanoid, any non-lawful alignment

Armor class: 15 (studded leather)

Hit points: 65 (10d8)

Speed: walk: 30 ft.

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

Saving throws: Str +4 Dex +5 Wis +2

Senses: passive Perception 10

Languages: any two languages

Challenge rating: 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Source: *Systems Reference Document*

Bearmit Crab

Large monstrosity, unaligned

Armor class: 14 (natural armor)

Hit points: 59 (7d10+21)

Speed: swim: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-3	+1	-2
(18)	(13)	(16)	(4)	(13)	(6)

Senses: Passive Perception 13

Challenge rating: 2 (450 XP)

Viscid Shell. When a creature hits the bearmit crab with a slashing or piercing melee weapon, the creature must succeed on a DC 13 Strength saving throw, or its weapon becomes stuck to the bearmit crab's shell. While the weapon is stuck, it can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

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

False Appearance. While the bearmit crab remains motionless, it is indistinguishable from a normal pile of rocks.

Actions

Multiattack. The bearmit crab makes two attacks: one claw attack and one bite attack or two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained. The bearmit crab has two claws, each of which can grapple only one target.

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

Source: *Creature Codex OGL*

Behtu

Small humanoid, chaotic evil

Armor class: 14 (hide armor)

Hit points: 52 (8d6 + 24)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+1	0	-2
(17)	(16)	(16)	(12)	(11)	(7)

Saving throws: Dex +5

Senses: darkvision 60 ft., passive

Perception 10

Languages: Behtu, Common, Infernal

Challenge rating: 2 (450 XP)

Actions

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

Shortspear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Fire Breath (Recharge 6). The behtu exhales fire in a 15-foot cone. Each creature in that area takes 21 (5d8) fire damage, or half damage with a successful DC 13 Dexterity saving throw.

Ichorous Infusions. Behtu war parties carry 1d6 vials of ichorous infusions. They often ingest an infusion before an ambush. For the next 2d6 rounds, the behtus gain a +4 bonus to their Strength and Constitution scores and quadruple their base speed (including their climb speed). Behtus also take a -4 penalty to their Intelligence and Wisdom scores for the duration of the infusion. A non-behtu character who ingests a behtu infusion becomes poisoned and takes 10 (3d6) poison damage; a successful DC 14 Constitution saving throw against poison reduces damage to half and negates the poisoned condition.

Source: Tome of Beasts OGL

Beli

Small fey, neutral evil

Armor class: 15 (natural armor)

Hit points: 45 (10d6 + 10)

Speed: walk: 30 ft., fly: 30 ft.

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

Saving throws: Dex +5

Damage immunities: cold

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Dwarvish, Giant

Challenge rating: 2 (450 XP)

Arctic Hunter. Beli have advantage on Dexterity (Stealth) checks and Wisdom (Perception) checks made in icy, natural surroundings.

Cold Regeneration. As long as the temperature is below freezing, the beli regains 3 hit points at the start of its turn. If the beli takes fire damage, this trait doesn't function at the start of the beli's next turn. The beli dies only if it starts its turn with 0 hit points and it doesn't regenerate.

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

Innate Spellcasting. the beli's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: invisibility

3/day: chill touch

Actions

Ice Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 2 (1d4) cold damage.

Icy Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 2 (1d4) cold damage, and the target must make a successful DC 13 Constitution saving throw or gain 2 levels of exhaustion from the arrow's icy chill. If the save succeeds,

Berserker

the target also becomes immune to further exhaustion from beli arrows for 24 hours (but any levels of exhaustion already gained remain in effect). A character who gains a sixth level of exhaustion doesn't die automatically but drops to 0 hit points and must make death saving throws as normal. The exhaustion lasts until the target recovers fully from the cold damage.

Source: Tome of Beasts OGL

Berserker

Medium humanoid, any chaotic alignment

Armor class: 13 (hide armor)

Hit points: 67 (9d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-1	0	-1
(16)	(12)	(17)	(9)	(11)	(9)

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge rating: 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

Source: Systems Reference Document

Black Dragon Wyrmling

Medium dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 33 (6d8 + 6)

Speed: walk: 30 ft., fly: 60 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	0	0	+1
(15)	(14)	(13)	(10)	(11)	(13)

Saving throws: Dex +4 Con +3 Wis +2 Cha +3

Damage immunities: acid

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

Languages: Draconic

Challenge rating: 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (Sd8) acid damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Black Sun Orc

Medium humanoid, chaotic evil

Armor class: 14 (hide armor)

Hit points: 65 (10d8+20)

Speed: climb: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-1	+1	-1
(16)	(14)	(14)	(9)	(12)	(8)

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Orc

Challenge rating: 2 (450 XP)

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

Black Sun Sight. Magical darkness doesn't impede the Black Sun orc's darkvision.

Light Sensitivity. While in bright light, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Stone Camouflage. The orc has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The orc makes two attacks with its greatclub or with its sling.

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source: *Creature Codex OGL*

Blood Zombie

Medium undead, neutral evil

Armor class: 10 (natural armor)

Hit points: 51 (6d8+24)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-2	+4	-4	-2	-3
(16)	(6)	(18)	(3)	(6)	(5)

Saving throws: Wis +0

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

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

Challenge rating: 2 (450 XP)

Blood Drain. A creature that touches the zombie or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and the zombie gains temporary

hp equal to that amount as it drains blood from the victim. If the zombie takes radiant damage or damage from a magic weapon, this trait doesn't function at the start of the zombie's next turn, although it retains any temporary hp it previously gained. It can add temporary hp gained from this trait to temporary hp gained from its slam attack. Its temporary hp can't exceed half its maximum hp.

Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage plus 4 (1d8) necrotic damage. The zombie gains temporary hp equal to the necrotic damage taken.

Source: *Creature Codex OGL*

Bronze Dragon Wyrmling

Medium dragon, lawful good

Armor class: 17 (natural armor)

Hit points: 32 (5d8 + 10)

Speed: walk: 30 ft., fly: 60 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	+1	0	+2
(17)	(10)	(15)	(12)	(11)	(15)

Saving throws: Dex +2 Con +4 Wis +2 Cha +4

Damage immunities: lightning

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

Languages: Draconic

Challenge rating: 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Cauldronborn

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Lightning Breath.** The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one. **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

Source: *Systems Reference Document*

Cauldronborn

Small construct, unaligned

Armor class: 13 (natural armor)

Hit points: 13 (3d6+3)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-2	+1	-4	-2	-5
(14)	(7)	(12)	(3)	(6)	(1)

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 8

Challenge rating: 2 (450 XP)

Consumption. As a bonus action, a cauldronborn can consume one potion within 5 feet of it that is not being worn or carried. Along with the potion's effect, the cauldronborn's hp maximum increases by 3 (1d6) and it gains the same number of hp.

Detect Elixir. The cauldronborn can pinpoint the location of potions and magic items within 60 feet of it. Outside of 60

feet, it can sense the general direction of potions within 1 mile of it.

Regeneration. The cauldronborn regains 2 hp at the start of its turn if it has at least 1 hp.

Sprint. The cauldronborn triples its speed until the end of its turn when moving toward a potion it has detected.

Actions

Multiattack. The cauldronborn makes two slam attacks.

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

Call Potion (Recharge 5-6). The cauldronborn releases a hungry screech, magically reaching out to nearby potions. All potions within 10 feet of the cauldronborn magically move toward the cauldronborn by rolling out of backpacks, hopping off of belts, unburying themselves, etc. A creature wearing or carrying a potion must succeed on a DC 13 Dexterity saving throw or its potion moves to within 5 feet of the cauldronborn. The target must make a separate saving throw for each potion it is attempting to keep in its possession.

Source: *Creature Codex OGL*

Cave Dragon Wyrmling

Medium dragon, neutral evil

Armor class: 16 (natural armor)

Hit points: 75 (10d8 + 30)

Speed: walk: 30 ft., burrow: 20 ft., fly: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-1	0	+1
(19)	(12)	(17)	(8)	(10)	(12)

Saving throws: Dex +3 Con +5 Cha +3

Damage immunities: acid, poison, thunder

Condition immunities: poisoned
Senses: blindsight 120 ft., passive Perception 12
Languages: Draconic
Challenge rating: 2 (450 XP)

Tunneler. The cave dragon can burrow through solid rock at half its burrowing speed and leaves a 5-foot wide, 5-foot high tunnel in its wake.

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

3/day: darkness

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales a cone of black poison gas in a 15-foot cone. Each creature in that area must make a **DC 13 Constitution** saving throw, taking 14 (4d6) poison damage on a failed save and the target is poisoned if it is a creature. The poisoned condition lasts until the target takes a long or short rest or removes the condition with lesser restoration. If the save is successful, the target takes half the damage and does not become poisoned.

Source: Tome of Beasts OGL

Centaur

Large monstrosity, neutral good

Armor class: 12
 Hit points: 45 (6d10 + 12)
 Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	-1	+1	0
(18)	(14)	(14)	(9)	(13)	(11)

Senses: passive Perception 13
Languages: Elvish, Sylvan
Challenge rating: 2 (450 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

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

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

Source: Systems Reference Document

Clacking Skeleton

Medium undead, neutral evil

Armor class: 14 (armor scraps)
 Hit points: 45 (10d8)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	0	-2	-1	-3
(14)	(12)	(11)	(6)	(8)	(5)

Damage immunities: poison
Condition immunities: exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: understands all languages it knew in life but can't speak
Challenge rating: 2 (450 XP)

Clockwork Hound

Horrid Clacking. If the clacking skeleton moves at least 10 feet, each beast or humanoid within 30 feet of the skeleton that can hear it must succeed on a **DC 13 Wisdom** saving throw or be frightened until the end of its next turn.

Actions

Multiattack. The clacking skeleton makes two attacks: one with its glaive and one with its gore or two with its shortbow.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (**1d10** + 2) slashing damage.

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (**1d6** + 1) piercing damage.

Source: *Creature Codex OGL*

Clockwork Hound

Medium construct, unaligned

Armor class: 12 (natural armor)

Hit points: 71 (**11d8** + 22)

Speed: walk: 50 ft.

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

Saving throws: Dex +4 Con +4

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: understands Common

Challenge rating: 2 (450 XP)

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

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

Diligent Tracker. Clockwork hounds are designed to guard areas and track prey. They have advantage on all Wisdom (Perception) and Wisdom (Survival) checks when tracking.

Actions

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

Tripping Tongue. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 9 (**1d8** + 5) slashing damage, and the target must succeed on a **DC 13 Strength** saving throw or be knocked prone.

Explosive Core. The mechanism that powers the hound explodes when the construct is destroyed. All creatures within 5 feet of the hound take 7 (**2d6**) fire damage, or half damage with a successful **DC 12 Dexterity** saving throw.

Source: *Tome of Beasts OGL*

Cobbleswarm

Medium swarm of Tiny monstrosities, unaligned

Armor class: 15 (natural armor)

Hit points: 36 (**8d8**)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	0	0	-3	+1	-3
(12)	(11)	(11)	(5)	(12)	(5)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, stunned

Senses: passive Perception 14

Languages: -

Challenge rating: 2 (450 XP)

False Appearance. While the swarm remains motionless, it is indistinguishable from normal stones.

Shift and Tumble. As a bonus action, the swarm can push a prone creature whose space it occupies 5 feet.

Shifting Floor. Whenever the swarm moves into a creature's space or starts its turn in another creature's space, that other creature must make a successful **DC 13 Dexterity** saving throw or fall prone. A prone creature must make a successful **DC 13 Dexterity** (Acrobatics) check to stand up in a space occupied by the swarm.

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

Actions

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

Source: Tome of Beasts OGL

Crypt Spider

Medium beast, lawful evil

Armor class: 15 (natural armor)

Hit points: 38 (7d8+7)

Speed: climb: 30 ft., walk: 30 ft.

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

Damage immunities: poison

Condition immunities: poisoned

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

Languages: Common, Undercommon

Challenge rating: 2 (450 XP)

Cocoon Prey. As a bonus action, a crypt spider can cocoon a creature within 5 feet that is currently restrained by webbing. A cocooned creature has disadvantage on ability checks and saving throws made to escape the web.

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

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the creature must make a **DC 13 Constitution** saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the creature to 0 hp, the creature is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a **DC 13 Strength** check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hp, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Create Zombie. The crypt spider creates a swarm of spiders (statistics). The crypt spider can have no more than four zombies under its control at one time.

Source: Creature Codex OGL

Cult Fanatic*Medium humanoid, any non-good alignment*

Armor class: 13 (leather armor)

Hit points: 22 (6d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 11

Languages: any one language (usually Common)

Challenge rating: 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy • 1st level (4 slots): command, inflict wounds, shield of faith • 2nd level (3 slots): hold person, spiritual weapon

Actions**Multiattack.** The fanatic makes two melee attacks.**Dagger.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.Source: *Systems Reference Document***Deep One***Medium humanoid, chaotic evil*

Armor class: 13 (natural armor)

Hit points: 91 (14d8 + 28)

Speed: walk: 30 ft., swim: 30 ft.

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

Saving throws: Str +5 Con +4 Cha +3

Senses: darkvision 120 ft., passive

Perception 9

Languages: Common, Void Speech

Challenge rating: 2 (450 XP)

Amphibious. A deep one can breathe air or water with equal ease.**Frenzied Rage.** On its next turn after a deep one takes 10 or more damage from a single attack, it has advantage on its claws attack and adds +2 to damage.**Lightless Depths.** A deep one is immune to the pressure effects of the deep ocean.**Ocean Change.** A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.**Actions****Claws.** Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.Source: *Tome of Beasts OGL***Doppelrat***Tiny monstrosity, unaligned*

Armor class: 13

Hit points: 22 (5d4 + 10)

Speed: walk: 15 ft., climb: 15 ft., swim: 15 ft.

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

Saving throws: Dex +5

Senses: darkvision 60 ft., passive

Perception 11

Languages: -

Challenge rating: 2 (450 XP)

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

Running Doppelrats. The hardest part of this monster is the sheer volume of attacks they generate. To model this, run them in groups of 4 for attack purposes and have those groups all use the same +5 to attack and do **1d4** damage. That way you need not roll 20 times for all of them, and you reduce the number of rolls required by a factor of 4.

Actions

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

Arcane Doubling (recharges after 10 minutes). A doppelrat under duress creates clones of itself at the beginning of its turn. Each round for 4 rounds, the number of live doppelrats quadruples but never exceeds 20. For example, when the doppelrat triggers arcane doubling, 1 rat becomes 4; at the start of the rat's next turn, those 4 become 16; and at the start of the rat's third turn, those 16 become 20, the maximum allowed. If one of the duplicates was destroyed between the original doppelrat's 1st and 2nd turns, then the surviving 3 would become 12, and so on. Each duplicate appears in the same space as any other rat, can either move or take an action the round it appears, and has 4 hit points and AC 13. Any surviving duplicates perish 1 minute (10 rounds) after the first ones were created. If the original doppelrat dies, its clones stop duplicating but the preexisting clones remain until their time expires. A creature can identify the original doppelrat from its duplicates as an action by making a successful **DC 15 Intelligence** (Nature) or **Wisdom** (Perception) check.

Doppelring Disease. At the end of a doppelrat encounter, every creature bitten by a doppelrat or its duplicates must succeed on a **DC 12 Constitution** saving throw or contract the degenerate cloning disease.

During each long rest, the diseased creature grows and sloughs off a stillborn clone. The doppelring process leaves the diseased creature incapacitated for 1 hour, unable to move and barely able to speak (spellcasting is impossible in this state). When the incapacitation wears off, the creature makes a **DC 12 Constitution** saving throw; it recovers from the disease when it makes its second successful save. Humanoid clones created by the disease cannot be brought to life in any manner.

Source: Tome of Beasts OGL

Dream Squire

Medium fey, neutral

Armor class: 15 (chain shirt)

Hit points: 71 (13d8+13)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (15)	+2 (14)	+1 (12)	0 (10)	0 (10)	-1 (8)

Saving throws: Wis +2

Condition immunities: exhaustion

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Umbral

Challenge rating: 2 (450 XP)

Bound Devotion. The dream squire has advantage on saving throws against being charmed or frightened. If an effect would cause the squire to take a harmful action against its master, it can immediately repeat the saving throw (if any), ending the effect on a success. The squire has disadvantage on attack rolls or ability checks made against its master.

Master's Bond. The dream squire is bound to serve another creature as its master. The squire obeys all the master's commands, and the master can communicate telepathically with the squire as long as they are on the same plane.

Druid

A dispel evil and good spell's break enchantment option that targets a dream squire forces it to make a Wisdom saving throw. On a failure, the squire's bond with its master is broken, and it returns to its true form (use human guard statistics).

Actions

Multiattack. The dream squire makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) psychic damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 3 (1d6) psychic damage.

Source: *Creature Codex OGL*

Druid

Medium humanoid, any alignment

Armor class: 11 (16 with *barkskin*)

Hit points: 27 (5d8)

Speed: walk: 30 ft.

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

Senses: passive Perception 14

Languages: Druidic plus any two languages

Challenge rating: 2 (450 XP)

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

- Cantrips (at will): druidcraft, produce flame, shillelagh
- 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave

- 2nd level (3 slots): animal messenger, barkskin

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Source: *Systems Reference Document*

Eala

Small monstrosity, unaligned

Armor class: 15 (natural)

Hit points: 40 (9d6 + 9)

Speed: walk: 10 ft., fly: 60 ft.

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

Saving throws: Dex +5

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 11

Languages: -

Challenge rating: 2 (450 XP)

Actions

Multiattack. The eala makes two attacks with its wing blades.

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

Fire Breath (recharge 5-6). The eala breathes fire in a 20-foot cone. Every creature in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much on a successful one. The eala's fire breath ignites flammable objects and melts soft metals in the area that aren't being worn or carried.

Source: *Tome of Beasts OGL*

Eel Hound

Medium fey, neutral

Armor class: 14 (natural armor)

Hit points: 77 (14d8 + 14)

Speed: walk: 30 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+1	-2	+1	+3
(19)	(16)	(13)	(6)	(13)	(16)

Senses: darkvision 60 ft., passive

Perception 13

Languages: Sylvan

Challenge rating: 2 (450 XP)

Amphibious. The eel hound can breathe air and water.

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

Slick Spittle. By spending 2 rounds dribbling spittle on an area, an eel hound can cover a 5-foot square with its slippery saliva. This area is treated as if under the effects of a grease spell, but it lasts for 1 hour.

Slithering Bite. A creature an eel hound attacks can't make opportunity attacks against it until the start of the creature's next turn.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target is grappled (escape DC 14).

Source: *Tome of Beasts OGL*

Elementalist

Medium humanoid, lawful neutral

Armor class: 15 (studded leather)

Hit points: 45 (7d8+14)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+2	+1	0	+3
(8)	(16)	(15)	(12)	(10)	(17)

Senses: passive Perception 10

Languages: Common, Draconic

Challenge rating: 2 (450 XP)

Elemental Focus. Each dragonborn elemental permanently aligns with a particular element. This elemental focus grants the dragonborn resistance to a certain damage type and the ability to innately cast some spells. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Flame (Fire): The dragonborn has resistance to fire damage. It can cast the produce flame cantrip at will and can cast heat metal or scorching ray three times per day. Storm (Air): The dragonborn has resistance to lightning damage. It can cast the shocking grasp cantrip at will and can cast blur or gust of wind three times per day. Tide (Water): The dragonborn has resistance to cold damage. It can cast the ray of frost cantrip at will and can cast sleet storm or water breathing three times per day. Cave (Earth): The dragonborn has resistance to poison damage. It can cast the blade ward cantrip at will and can cast meld into stone or shatter three times per day.

War Mage. When making an opportunity attack, the dragonborn can cast a spell with a casting time of 1 action instead of making a weapon attack. If this spell requires a ranged attack roll, the dragonborn doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources. This spell must only target the creature that provoked the opportunity attack.

Actions

Ettercap

Multiattack. The dragonborn makes two scimitar attacks.

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

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes elemental energy in a 15-foot cone. Each creature in that area must make a **DC 12 Dexterity** saving throw, taking 10 (3d6) damage of the elemental's elemental focus type on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Ettercap

Medium monstrosity, neutral evil

Armor class: 13 (natural armor)

Hit points: 44 (8d8 + 8)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-2	+1	-1
(14)	(15)	(13)	(7)	(12)	(8)

Senses: darkvision 60 ft., passive

Perception 13

Challenge rating: 2 (450 XP)

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

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

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

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a **DC 11**

Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a **DC 11 Strength** check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning damage.

Variant: Web Garrote. Melee Weapon Attack: +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. Hit: 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

Source: *Systems Reference Document*

Fear Liath

Large undead, neutral evil

Armor class: 12

Hit points: 33 (6d10)

Speed: walk: 40 ft.

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

Damage immunities: poison

Condition immunities: exhaustion, frightened, poisoned

Senses: darkvision 60 ft., passive
 Perception 12
Languages: any languages it knew in life
Challenge rating: 2 (450 XP)

Gray Curse. If remove curse is cast upon a fear liath, it is instantly destroyed. In addition, if the fear liath kills a humanoid creature, the fear liath is destroyed and the humanoid it killed rises as a fear liath in 1d4 hours. If remove curse is cast upon the cursed humanoid before it becomes a fear liath, the curse is broken.

Unwatchable. The fear liath becomes incorporeal and appears as a dark gray shadow while any living creature looks directly at it. While incorporeal, it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. While incorporeal, it also gains resistance to acid, fire, lightning, and thunder damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks. The fear liath has no control over this trait.

Unless surprised, a creature can avert its eyes to avoid looking directly at the fear liath at the start of its turn. If the creature does so, it can't see the fear liath until the start of its next turn, when it can avert its eyes again. If a creature looks at the fear liath, the fear liath becomes incorporeal.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. The target must succeed on a **DC 13 Constitution** saving throw or be blinded for 1 minute. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: Creature Codex OGL

Firegeist

Small elemental, neutral evil

Armor class: 14
 Hit points: 87 (25d6)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	0	-3	+3	-2
(7)	(18)	(10)	(4)	(16)	(6)

Damage immunities: fire, poison
Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive
 Perception 15
Languages: Primordial
Challenge rating: 2 (450 XP)

Hide By Firelight. In an area lit only by nonmagical flame, a Firegeist gains a +2 bonus on Stealth checks. This becomes +4 when hiding within the fire.

Illumination. The firegeist sheds dim light in a 30-foot radius.

Magical Light Sensitivity. While in magical light, the firegeist has disadvantage on attack rolls and ability checks.

Water Susceptibility. For every 5 feet the firegeist moves in water, or for every gallon of water splashed on it, it takes 3 cold damage.

Actions

Multiattack. The firegeist makes two slam attacks.

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

Combustion Touch (Recharge 5-6). The firegeist may ignite a target when making a slam attack. The target must immediately succeed at a **DC 13 Dexterity** saving throw or catch fire, taking an additional 5 (1d10) fire damage at the beginning of its next turn. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Flame Eater Swarm

Source: *Tome of Beasts OGL*

Flame Eater Swarm

Medium beasts, unaligned

Armor class: 12

Hit points: 33 (6d8+6)

Speed: fly: 40 ft., walk: 0 ft.

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

Damage immunities: fire

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 30 ft., passive

Perception 12

Challenge rating: 2 (450 XP)

Consume Flame. Any normal fire in the flame eater swarm's space at the end of the swarm's turn is extinguished. Magical fire (a flaming weapon or wall of fire spell, for example) is extinguished if the swarm makes a successful **DC 13 Constitution** check. Only the swarm's space is affected; fires larger than the swarm continue burning outside the swarm's space. For 1 minute after the swarm consumes any flame, its bite attack deals an extra 9 (2d8) fire damage and any creature that ends its turn in the swarm's space takes 4 (1d8) fire damage.

Swarm. The swarm can occupy the same space as another creature and vice versa. The swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hp or gain temporary hp.

Actions

Multiattack. The swarm can make two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6)

piercing damage if the swarm has half of its hp or fewer.

Source: *Creature Codex OGL*

Folk Of Leng

Medium humanoid, neutral evil

Armor class: 14 (studded leather)

Hit points: 68 (8d8 + 32)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+4	+2	+3	+6
(12)	(15)	(18)	(14)	(16)	(22)

Saving throws: Dex +4 Wis +5

Damage immunities: necrotic

Condition immunities: frightened

Senses: passive Perception \$1

Languages: Common, Void Speech

Challenge rating: 2 (450 XP)

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

at will: comprehend languages, minor illusion

3/day each: disguise self, suggestion

1/day each: dream, etherealness

Regeneration. The folk of Leng regains 5 hit points at the start of its turn. If the folk of Leng takes fire or radiant damage, this trait does not function at the start of its next turn. The folk of Leng dies only if it starts its turn with 0 hit points and does not regenerate. Even if slain, their bodies reform in a crypt of Leng and go on about their business.

Void Stare. The folk of Leng can see through doors and around corners as a bonus action. As a result, they are very rarely surprised.

Void Sailors. The folk of Leng can travel the airless void without harm.

Actions

Etheric Harpoon. Ranged Weapon Attack: +8 to hit, range 30 ft., one target. Hit: 10 (1d8 + 6) necrotic damage, and the target must make a successful DC 13 **Wisdom** saving throw or be grappled (escape DC 13). In addition, armor has no effect against the attack roll of an etheric harpoon; only the Dexterity modifier factored into the target's AC is considered.

Psychic Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 3 (1d6) psychic damage.

Hooked Spider Net (Recharge 5-6). Ranged Weapon Attack. +4 to hit, range 20/50 ft., one target. Hit: 3 (1d6) piercing damage plus 19 (3d12) poison damage, and the target is restrained. A successful DC 14 **Constitution** saving throw halves the poison damage.

Source: *Tome of Beasts OGL*

Forest Drake

Small dragon, neutral

Armor class: 15 (natural armor)

Hit points: 60 (8d6+32)

Speed: climb: 50 ft., walk: 30 ft.

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

Damage immunities: fire

Condition immunities: paralyzed, unconscious

Senses: darkvision 60 ft., passive Perception 12

Languages: Draconic, Druidic, Sylvan

Challenge rating: 2 (450 XP)

Mighty Leap. The drake's long jump is up to 30 feet and its high jump is up to 15 feet

with or without a running start.

Additionally, if it ends its jump within 5 feet of a creature, the first attack roll it makes against that creature before the end of its turn has advantage.

Actions

Multiattack. The forest drake makes one bite attack and one claw attack.

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

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

Fire Breath (Recharge 5-6). The drake exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 **Dexterity** saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Gargoyle

Medium elemental, chaotic evil

Armor class: 15 (natural armor)

Hit points: 52 (7d8 + 21)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+3	-2	0	-2
(15)	(11)	(16)	(6)	(11)	(7)

Damage immunities: poison

Condition immunities: exhaustion, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Terran

Challenge rating: 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Gelatinous Cube

Actions

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

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

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

Source: Systems Reference Document

Gelatinous Cube

Large ooze, unaligned

Armor class: 6

Hit points: 84 (8d10 + 40)

Speed: walk: 15 ft.

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

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has

neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

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) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Source: Systems Reference Document

Ghast

Medium undead, chaotic evil

Armor class: 13

Hit points: 36 (8d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	0	0	0	-1
(16)	(17)	(10)	(11)	(10)	(8)

Damage immunities: necrotic

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common
Challenge rating: 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghaſt muſt ſucceed on a **DC 10 Constitution** ſaving throw or be poisoned until the ſtart of its next turn. On a ſuſſeſſful ſaving throw, the creature is immune to the ghaſt’s **Stench** for 24 hours.

Turn Defiance. The ghaſt and any ghouls within 30 ft. of it have advantage on ſaving throws againſt effects that turn undead.

Actions

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

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) ſlaſhing damage. If the target is a creature other than an undead, it muſt ſucceed on a **DC 10 Constitution** ſaving throw or be paralyzed for 1 minute. The target can repeat the ſaving throw at the end of each of its turns, ending the effect on itſelf on a ſuſſeſſ.

Source: Systems Reference Document

Giant Ant

Large beaſt, unaligned

Armor class: 14 (natural armor)
 Hit points: 52 (7d10 + 14)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	-5	-1	-4
(15)	(13)	(15)	(1)	(9)	(2)

Senses: blindsight 60 ft., passive Perception 9
Languages: -
Challenge rating: 2 (450 XP)

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

Actions

Multiattack. The giant ant makes one bite attack and one ſting attack.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage and the target is grappled (eſcape DC 12). Until this grapple ends, the target is reſtrained and the giant ant can’t bite a different target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 22 (4d10) poison damage, or half as much poison damage with a ſuſſeſſful **DC 12 Constitution** ſaving throw.

Source: Tome of Beaſts OGL

Giant Boar

Large beaſt, unaligned

Armor class: 12 (natural armor)
 Hit points: 42 (5d10)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	-4	-2	-3
(17)	(10)	(16)	(2)	(7)	(5)

Senses: passive Perception 8
Challenge rating: 2 (450 XP)

Charge. If the boar moves at leaſt 20 ft. ſtraight toward a target and then hits it with a tuſk attack on the ſame turn, the target takes an extra 7 (2d6) ſlaſhing damage. If the target is a creature, it muſt ſucceed on a **DC 13 Strength** ſaving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or leſs that would reduce it to 0 hit points, it is reduced to 1 hit point inſtead.

Actions

Giant Constrictor Snake

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

Source: Systems Reference Document

Giant Constrictor Snake

Huge beast, unaligned

Armor class: 12

Hit points: 60 (8d12)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+1	-5	0	-4
(19)	(14)	(12)	(1)	(10)	(3)

Senses: blindsight 10 ft., passive Perception 12

Challenge rating: 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Source: Systems Reference Document

Giant Elk

Huge beast, unaligned

Armor class: 15 (natural armor)

Hit points: 42 (5d12)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	-2	+2	0
(19)	(16)	(14)	(7)	(14)	(10)

Senses: passive Perception 14

Languages: Giant Elk, understands Common, Elvish, and Sylvan but can't

speak

Challenge rating: 2 (450 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 **Strength** saving throw or be knocked prone.

Actions

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

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

Source: Systems Reference Document

Giant Vampire Bat

Large beast, unaligned

Armor class: 13

Hit points: 60 (8d10+16)

Speed: fly: 60 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+2	-4	+1	-2
(16)	(16)	(14)	(2)	(12)	(6)

Senses: blindsight 60 ft., passive Perception 11

Challenge rating: 2 (450 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage and the target is grappled (escape DC 13). Until

this grapple ends, the target is restrained, and the bat can't bite another target. The bat regains hp equal to the necrotic damage dealt.

Source: *Creature Codex OGL*

Gibbering Moulder

Medium aberration, neutral

Armor class: 9

Hit points: 67 (9d8 + 27)

Speed: walk: 10 ft., swim: 10 ft.

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

Condition immunities: prone

Senses: darkvision 60 ft., passive Perception 10

Challenge rating: 2 (450 XP)

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

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

Actions

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its **Blinding Spittle**.

Bites. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a **DC 10 Strength** saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a **DC 13 Dexterity** saving throw or be blinded until the end of the moulder's next turn.

Source: *Systems Reference Document*

Glass Golem

Small construct, unaligned

Armor class: 12

Hit points: 45 (10d6+10)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	-4	-1	-5
(10)	(15)	(13)	(3)	(8)	(1)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 9

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

Challenge rating: 2 (450 XP)

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

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

Gray Thirster

Actions

Shard. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Source: *Creature Codex OGL*

Gray Thirster

Medium undead, neutral evil

Armor class: 13

Hit points: 39 (6d8 + 12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	-2	+1	+2
(12)	(16)	(15)	(6)	(12)	(14)

Damage immunities: fire, poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: darkvision 60 ft., passive Perception 11

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

Challenge rating: 2 (450 XP)

Thirst. The gray thirster projects a 30-foot aura of desiccating thirst. The first time a creature enters the aura on its turn, or when it starts its turn in the aura, it must make a successful **DC 12 Constitution** saving throw or gain one level of exhaustion. If the saving throw is successful, the creature is immune to the gray thirster's Thirst for the next 24 hours.

Actions

Multiattack. The gray thirster makes two claw attacks and one Withering Turban attack

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

Withering Turban. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 5 (1d4 + 3) necrotic damage. If the target

failed a saving throw against the Thirst trait at any point in this encounter, its hit point maximum is reduced by an amount equal to the damage it took from this attack. This reduction lasts until the target has no exhaustion levels.

Drought (1/Day). The gray thirster draws the moisture from a 20-foot radius area centered on itself. Nonmagical water and other liquids in this area turn to dust. Each creature that is neither undead nor a construct in the area takes 9 (2d8) necrotic damage, or half damage with a successful **DC 13 Constitution** saving throw. Plants, oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. Liquids carried by a creature that makes a successful saving throw are not destroyed.

Source: *Tome of Beasts OGL*

Green Dragon Wyrmling

Medium dragon, lawful evil

Armor class: 17 (natural armor)

Hit points: 38 (7d8 + 7)

Speed: walk: 30 ft., fly: 60 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+2	0	+1
(15)	(12)	(13)	(14)	(11)	(13)

Saving throws: Dex +3 Con +3 Wis +2 Cha +3

Damage immunities: poison

Condition immunities: poisoned

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

Languages: Draconic

Challenge rating: 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Grick

Medium monstrosity, neutral

Armor class: 14 (natural armor)

Hit points: 27 (6d8)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	0	-4	+2	-3
(14)	(14)	(11)	(3)	(14)	(5)

Senses: darkvision 60 ft., passive

Perception 12

Challenge rating: 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

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

Source: *Systems Reference Document*

Griffon

Large monstrosity, unaligned

Armor class: 12

Hit points: 59 (7d10 + 21)

Speed: walk: 30 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-4	+1	-1
(18)	(15)	(16)	(2)	(13)	(8)

Senses: darkvision 60 ft., passive

Perception 15

Challenge rating: 2 (450 XP)

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

Actions

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

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

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

Source: *Systems Reference Document*

Heavy Cavalry

Medium humanoid, lawful neutral

Armor class: 19 (splint, shield)

Hit points: 75 (10d8+30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	0	+2	-1
(15)	(12)	(17)	(10)	(14)	(8)

Senses: passive Perception 12

Languages: Common, Draconic

Challenge rating: 2 (450 XP)

Cavalry Charge. If the dragonborn moves at least 20 feet straight toward a creature while mounted and then hits with a lance attack on the same turn, it can make a

Hunter Shark

trample attack against that creature as a bonus action.

Locked Saddle. The dragonborn can't be knocked prone, dismounted, or moved against its will while mounted.

Mounted Warrior. The dragonborn is rarely seen without its giant lizard mount. The lizard wears custom scale mail that raises its Armor Class to 15. While the dragonborn is mounted, the giant lizard can't be charmed or frightened.

Actions

Lance. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Trample (Mounted Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharges after a Short or Long Rest). The dragonborn breathes fire in a 15-foot cone. All creatures in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Hunter Shark

Large beast, unaligned

Armor class: 12 (natural armor)

Hit points: 45 (6d10)

Speed: swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-5	0	-3
(18)	(13)	(15)	(1)	(10)	(4)

Senses: darkvision 30 ft., passive

Perception 12

Challenge rating: 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Source: *Systems Reference Document*

Ink Devil

Small fiend, lawful evil

Armor class: 14

Hit points: 54 (12d6 + 12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+1	+5	-1	+4
(12)	(18)	(12)	(20)	(8)	(18)

Saving throws: Dex +6

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 9

Languages: Celestial, Common, Draconic, Infernal; telepathy (120 ft.)

Challenge rating: 2 (450 XP)

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

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

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

at will: detect magic, illusory script, invisibility, teleportation (self plus 50 lb of objects only)

1/day each: glyph of warding, planar ally (1d4 + 1 lemures 40 percent, or 1 ink devil 25 percent)

Actions

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

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., single target. Hit: 14 (3d6 + 4) slashing damage.

Disrupt Concentration. Their sharp, shrill tongues and sharper claws make ink devils more distracting than their own combat prowess might indicate. As a bonus action, an ink devil can force a single foe within 30 feet of the ink devil to make a DC 13 **Wisdom** saving throw or lose concentration until the beginning of the target's next turn.

Corrupt Scroll. An ink devil can corrupt the magic within any scroll by touch. Any such corrupted scroll requires a DC 13 **Intelligence** saving throw to use successfully. If the check fails, the scroll's spell affects the caster if it is an offensive spell, or it affects the nearest devil if it is a beneficial spell.

Devil's Mark. Ink devils can flick ink from their fingertips at a single target within 15 feet of the devil. The target must succeed on a Dexterity saving throw (DC 13), or the affected creature gains a devil's mark, a black, red, or purple tattoo in the shape of an archduke's personal seal (most often Mammon or Totivillus but sometimes Arbeyach, Asmodeus, Beelzebub, Dispater, or others). All devils have advantage on spell attacks made against the devil-marked creature, and the creature has disadvantage on saving throws made against spells and abilities used by devils. The mark can be removed only by a

remove curse spell or comparable magic. In addition, the mark detects as faintly evil and often shifts its position on the body. Paladins, witchfinders, and some clerics may consider such a mark proof that a creature has made a pact with a devil.

Source: Tome of Beasts OGL

Junk Shaman

Small humanoid, lawful neutral

Armor class: 12 (15 with junk armor)

Hit points: 42 (12d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2 (6)	+2 (14)	0 (11)	0 (11)	+3 (17)	-1 (9)

Saving throws: Dex +4 Wis +5

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Draconic

Challenge rating: 2 (450 XP)

Animate Objects (1/Day). The kobold casts animate objects without any components. Wisdom is its spellcasting ability.

Junk Armor. As a bonus action, the kobold can create magical armor out of scrap metal and bits of junk it touches. The armor provides AC 13 + Dexterity modifier, and a critical hit scored against the kobold becomes a normal hit instead. The armor lasts until the kobold uses a bonus action to end it, the armor is removed from the kobold, or the kobold dies.

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

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

Actions

Multiattack. The kobold junk shaman makes two junk staff attacks.

Junk Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Flame Jet. Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or flammable object that isn't being worn or carried, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Source: *Creature Codex OGL*

Kallikantzaros

Small fey, chaotic evil

Armor class: 13 (hide armor)

Hit points: 59 (17d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	0	-2	-1	0
(15)	(13)	(10)	(6)	(8)	(10)

Senses: darkvision 60 ft., passive Perception 9

Languages: Sylvan, Undercommon

Challenge rating: 2 (450 XP)

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

Hateful Scents. A kallikantzaros who begins its turn within 20 feet of burning incense must succeed on a **DC 13 Constitution** saving throw or have disadvantage on attack rolls until the start of its next turn. The kallikantzaros can't voluntarily move toward the incense. Burning old shoes has the same effect.

Nimble Escape. The kallikantzaros can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The kallikantzaros makes two handsaw attacks or two spear attacks.

Handsaw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage. The handsaw does an extra die of damage against a target that is wearing no armor.

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

Misery Whip. Two kallikantzaros can combine their actions to move up to their speed with a 5-foot, two-person saw held between them and attack a single creature in their path. The target must succeed on a **DC 13 Dexterity** saving throw or take 9 (2d6 + 2) slashing damage. If the creature is Large or smaller, it must succeed on a **DC 13 Strength** saving throw or be knocked prone. If the target is knocked prone, each kallikantzaros may make a handsaw attack against it as a bonus action.

Source: *Creature Codex OGL*

Kappa

Small fey, chaotic neutral or chaotic evil

Armor class: 16 (natural armor)

Hit points: 49 (11d6+11)

Speed: swim: 40 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+1	-2	+2	-1
(18)	(14)	(12)	(7)	(14)	(8)

Senses: passive Perception 14

Languages: Common, Sylvan

Challenge rating: 2 (450 XP)

Amphibious. The kappa can breathe air and water.

Expert Wrestler. The kappa can grapple creatures that are two sizes larger than itself and can move at full speed when dragging a creature it has grappled.

Head Bowl. The kappa has a bowl-like indentation on its head which holds water from the river or lake where it lives. If the kappa's head bowl is empty, it has disadvantage on attack rolls and ability checks until the bowl is refilled with water.

Normal movement and combat do not cause water to spill from the bowl, but an opponent can empty the bowl by knocking the kappa prone or by making two successful grapple attacks – one to grab the kappa, and one to tip its head while it is grappled.

Slippery. The kappa has advantage on ability checks and saving throws made to escape a grapple.

Sure-Footed. The kappa has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The kappa makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kappa doesn't already have another creature grappled.

Source: *Creature Codex OGL*

Kitsune

Small fey, chaotic neutral

Armor class: 12

Hit points: 49 (14d6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1 (8)	+2 (15)	0 (11)	+1 (12)	+2 (15)	+2 (14)

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Sylvan

Challenge rating: 2 (450 XP)

Shapechanger. The kitsune can use its action to polymorph into a Small or Medium humanoid, or back into its true form. The kitsune's tails remain, however, and its humanoid form often has a fine coat of fur the same color as the kitsune. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The kitsune's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The kitsune can innately cast the following spells, requiring no material components: At will: detect thoughts, fire bolt (2d10), invisibility (self only), major image 2/day each: disguise self, fear, tongues 1/day each: confusion, fly

Actions

Multiattack. In humanoid form, the kitsune makes one rapier attack and one dagger attack. In fox form, it makes two bite attacks.

Bite (Fox Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Rapier (Humanoid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. Dagger (Humanoid Form Only). Melee or Ranged Weapon

Attack. +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: *Creature Codex OGL*

Kobold Alchemist*Small humanoid, lawful neutral*

Armor class: 15 (studded leather)

Hit points: 44 (8d6 + 16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+2	+3	-1	-1
(7)	(16)	(15)	(16)	(9)	(8)

Saving throws: Dex +5**Damage immunities:** poison**Condition immunities:** poisoned**Senses:** darkvision 60 ft., passive

Perception 9

Languages: Common, Draconic**Challenge rating:** 2 (450 XP)

Apothecary. As a bonus action the kobold can select one of the following damage types: acid, cold, or fire. Until it uses this action again, the kobold has resistance to the chosen damage type. Additionally, the kobold is proficient with a poisoner's kit.

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

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

Actions

Multiattack. The kobold makes two attacks.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

Alchemical Protection (Recharge after a Short or Long Rest). The kobold chooses up to six allied creatures within 10 feet. It releases alchemical vapors that grant those allies resistance to poison damage for 10 minutes. Instead of poison damage, the kobold can grant resistance to the damage type currently in effect for its Apothecary trait.

Explosive Flask (Recharge 5-6). The kobold throws a flask of volatile substances at a point within 30 feet. The flask explodes in a 15-foot radius. Creatures in the area take 17 (5d6) poison damage and are poisoned for 1 minute, or take half damage and are not poisoned with a successful DC 13 Dexterity saving throw. A poisoned creature repeats the saving throw at the end of each of its turns, ending the poisoned condition on a success. Instead of poison damage, the kobold can deal the damage type currently in effect for its Apothecary trait.

Source: *Tome of Beasts OGL*

Kot Bayun*Medium monstrosity, neutral*

Armor class: 15

Hit points: 44 (8d8 + 8)

Speed: walk: 40 ft., climb: 20 ft.

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

Saving throws: Dex +5**Senses:** darkvision 60 ft., passive

Perception 13

Languages: Common, Sylvan**Challenge rating:** 2 (450 XP)

Folk Cure. A kot bayun's tales have the effect of a lesser restoration spell at will, and once per week it can have the effect of greater restoration. The kot bayun designates one listener to benefit from its ability, and that listener must spend one uninterrupted hour listening to the cat's

tales. Kot bayuns are reluctant to share this benefit and must be bargained with or under the effect of domination to grant the boon.

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

3/day each: fog cloud, invisibility (self only)

1/day: blink

Actions

Multiattack. The kot bayun makes one bite attack and one claws attack.

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

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Slumbering Song. The kot bayun puts creatures to sleep with its haunting melody. While a kot bayun sings, it can target one hearing creature within a 100-foot radius. This target must succeed on a DC 13 Charisma saving throw or fall asleep. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Each round the kot bayun maintains its song, it can select a new target. A creature that successfully saves is immune to the effect of that kot bayun's song for 24 hours. The slumbering song even affects elves, but they have advantage on the Charisma saving throw.

Source: Tome of Beasts OGL

Kuunganisha

Small fiend, any evil

Armor class: 13

Hit points: 17 (5d6)

Speed: fly: 40 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	0	0	+1	+1
(6)	(17)	(11)	(10)	(12)	(13)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, Infernal

Challenge rating: 2 (450 XP)

Fiend Sight. Magical darkness doesn't impede the fiend's darkvision.

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

Regeneration. The fiend regains 1 hp at the start of its turn if it has at least 1 hp.

Will of the Master. The master of the kuunganisha can cast a spell through the familiar, using the fiend's senses to target the spell. The range limitations are treated as if the spell originated from the kuunganisha, not the master. The spell effect occurs on the kuunganisha's turn, though the master must cast the spell during the master's turn. Concentration spells must still be maintained by the master.

Actions

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

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lady in White

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

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

Source: *Creature Codex OGL*

Lady in White

Medium undead, any alignment

Armor class: 12

Hit points: 49 (11d8)

Speed: fly: 30 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	0	0	0	+4
(6)	(14)	(10)	(10)	(11)	(18)

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 10

Languages: any languages it knew in life

Challenge rating: 2 (450 XP)

Incorporeal Movement. The lady in white can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Grasp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) necrotic damage, and, if the target is a Large or smaller humanoid, the lady in white attaches to it. The lady in white attaches to the target's back, where it is unable to see the lady in white. The lady in white can detach itself by spending 5 feet of its movement. A creature, other than

the target, can take its action to detach the lady in white by succeeding on a DC 14 Strength check.

Inflict Sorrow. The lady in white makes one grasp attack against the target to which it is attached. If the attack hits, the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a female humanoid dies from this attack, a new lady in white rises from the corpse 1d4 hours later.

Invisibility. The lady in white turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

Corpse Revealed. The lady in white does away with her living disguise and reveals her undead state. Each non-undead creature within 50 feet of the lady that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lady's Corpse Revealed for the next 24 hours.

Source: *Creature Codex OGL*

Lesser Scrag

Medium monstrosity, chaotic evil

Armor class: 13 (natural armor)

Hit points: 45 (7d8+14)

Speed: swim: 40 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	-1	0	-1
(18)	(10)	(15)	(8)	(10)	(9)

Senses: darkvision 60 ft., passive Perception 10

Languages: Abyssal, Aquan

Challenge rating: 2 (450 XP)

Amphibious. The scrag can breathe air and water

Regeneration. The lesser scrag regains 5 hp at the start of its turn if it is in contact with water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The lesser scrag makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4)

Source: *Creature Codex OGL*

Light Dragon Wyrmling

Medium dragon, neutral good

Armor class: 13 (natural armor)

Hit points: 39 (6d8+12)

Speed: fly: 60 ft., walk: 30 ft.

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

Saving throws: Dex +2 Con +4 Wis +4 Cha +1

Damage immunities: radiant

Condition immunities: blinded

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

Languages: Draconic

Challenge rating: 2 (450 XP)

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

Incorporeal Movement. The dragon can move through other creatures and objects

as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

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

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons: **Radiant Breath.** The dragon exhales radiant energy in a 15-foot cone. Each creature in that area must make a **DC 12 Dexterity** saving throw, taking 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one. **Flaring Breath.** The dragon emits a flash of dazzling light from its maw in a 15-foot cone. Each creature in that area must make a **DC 12 Constitution** saving throw or be blinded. Undead within the area of effect must also make a **DC 12 Wisdom** saving throw or be turned for 1 minute. Undead of CR 1/2 or lower who fail the saving throw are instantly destroyed.

Source: *Creature Codex OGL*

Lou Carcolh

Medium monstrosity, unaligned

Armor class: 14 (natural armor)

Hit points: 78 (12d8+24)

Speed: climb: 10 ft., swim: 20 ft., walk: 30 ft.

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

Senses: tremorsense 60 ft., passive Perception 12

Challenge rating: 2 (450 XP)

Sticky Tongues. Given half an hour, the lou carcolh can extend its 6 sticky tongues up to 60 feet from itself. A creature who touches one of these tongues must succeed on a **DC 13 Dexterity** saving throw or be

Lystrosaurus

restrained as it adheres to the tongue. The tongues can be attacked (AC 12, 10 hp), and any damage done to a tongue is also done to the lou carcolh. Killing a tongue ends the restrained condition, and the lou carcolh can't use that tongue for for the next 24.

Slime Trail (1/Day). For 1 minute, the lou carcolh leaves a slime trail behind it as it moves. The slime creates difficult terrain, and any creature walking through it must succeed on a **DC 13 Dexterity** (Acrobatics) check or fall prone. The slime remains effective for 1 hour.

Actions

Bite. Melee Weapon Attack: 4 to hit, reach 5 ft., one target. Hit: 11 (*2d8* 2) piercing damage and 2 (**1d4**) poison damage and the target must succeed on a **DC 13 Constitution** saving throw or be poisoned until the end of its turn.

Spit Venom. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 16 (**3d10**) poison damage.

Sticky Tongue. Melee Weapon Attack: +4 to hit, reach 60 ft., one target. Hit: The target is restrained and the lou carcolh can't use the same sticky tongue on another target.

Reel. The lou carcolh pulls in each creature of Large size or smaller who is restrained by one of its sticky tongues. The creature is knocked prone and dragged up to 30 feet towards the lou carcolh. If a creature is dragged within 5 feet of the lou carcolh, it can make one bite attack against the creature as a bonus action.

Source: Creature Codex OGL

Lystrosaurus

Medium beast, unaligned

Armor class: 14 (natural armor)
Hit points: 45 (**6d8+18**)
Speed: burrow: 5 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	-4	-1	-2
(16)	(10)	(16)	(2)	(9)	(6)

Saving throws: Con +5 Wis +1

Senses: passive Perception 13

Challenge rating: 2 (450 XP)

Headbutt. If the lystrosaurus moves at least 10 feet straight toward a creature and then hits it with a ram attack on the same turn, the target must succeed on a **DC 13 Strength** saving throw or be knocked prone. If the target is prone, the lystrosaurus can make one bite attack against it immediately as a bonus action.

Actions

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

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

Source: Creature Codex OGL

Merrow

Large monstrosity, chaotic evil

Armor class: 13 (natural armor)

Hit points: 45 (**6d10 + 12**)

Speed: walk: 10 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	-1	0	-1
(18)	(10)	(15)	(8)	(10)	(9)

Senses: darkvision 60 ft., passive

Perception 10

Languages: Abyssal, Aquan

Challenge rating: 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Source: *Systems Reference Document*

Mimic

Medium monstrosity, neutral

Armor class: 12 (natural armor)
Hit points: 58 (9d8 + 18)
Speed: walk: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-3	+1	-1
(17)	(12)	(15)	(5)	(13)	(8)

Damage immunities: acid
Condition immunities: prone
Senses: darkvision 60 ft., passive Perception 11
Challenge rating: 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC

13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Source: *Systems Reference Document*

Minotaur Skeleton

Large undead, lawful evil

Armor class: 12 (natural armor)
Hit points: 67 (9d10 + 18)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	-2	-1	-3
(18)	(11)	(15)	(6)	(8)	(5)

Damage immunities: poison
Condition immunities: exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: understands Abyssal but can't speak
Challenge rating: 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw

Myling

or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

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

Source: *Systems Reference Document*

Myling

Small undead, chaotic evil

Armor class: 13 (natural armor)

Hit points: 45 (10d6 + 10)

Speed: walk: 30 ft., burrow: 10 ft.

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

Damage immunities: necrotic, poison

Condition immunities: charmed, frightened, poisoned, stunned, unconscious

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common

Challenge rating: 2 (450 XP)

Actions

Multiattack. The myling makes one bite and two claw attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target was grappled by the myling at the start of the myling's turn, the bite attack hits automatically.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Buried Alive. If the myling starts its turn on its chosen burial ground, it sinks into the earth. If it has a creature grappled, that creature sinks with the myling. A Medium or larger creature sinks up to its waist; a Small creature sinks up to its neck. If the myling still has the victim grappled at the start of the myling's next turn, both of them disappear into the earth. While buried this way, a creature is considered stunned. It can free itself with a successful **DC 20 Strength** (Athletics) check, but only one check is allowed; if it fails, the creature is powerless to aid itself except with magic. The creature must also make a **DC 10 Constitution** saving throw; if it succeeds, the creature has a lungful of air and can hold its breath for (Constitution modifier + 1) minutes before suffocation begins. Otherwise, it begins suffocating immediately. Allies equipped with digging tools can reach it in four minutes divided by the number of diggers; someone using an improvised tool (a sword, a plate, bare hands) counts as only one-half of a digger.

Source: *Tome of Beasts OGL*

Noctiny

Medium humanoid, neutral evil

Armor class: 13 (studded leather armor)

Hit points: 52 (8d8 + 16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	0	0	+3
(12)	(13)	(14)	(10)	(11)	(16)

Condition immunities: frightened

Senses: passive Perception 11

Languages: Common, plus the language spoken by the noctini's fext master

Challenge rating: 2 (450 XP)

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

Pact Wrath. One of the noctiny's weapons is infused with power. Its attacks with this

weapon count as magical, and it adds its Charisma bonus to the weapon's damage (included below).

Spellcasting. the noctiny is a 3rd-level spellcaster. Its spellcasting ability score is Charisma (save DC 13, +5 to hit with spell attacks). It knows the following warlock spells.

cantrips (at will): chill touch, eldritch blast, poison spray

1st level (4 slots): armor of agathys, charm person, hellish rebuke, hex

2nd level (2 slots): crown of madness, misty step

Actions

Multiattack. The noctiny makes two melee attacks.

Pact Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if used in two hands.

Source: Tome of Beasts OGL

Ochre Jelly

Large ooze, unaligned

Armor class: 8

Hit points: 45 (6d10 + 12)

Speed: walk: 10 ft., climb: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-2	+2	-4	-2	-5
(15)	(6)	(14)	(2)	(6)	(1)

Damage immunities: lightning, slashing

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

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

Source: Systems Reference Document

Ogre Zombie

Large undead, neutral evil

Armor class: 8

Hit points: 85 (9d10 + 36)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-2	+4	-4	-2	-3
(19)	(6)	(18)	(3)	(6)	(5)

Saving throws: Wis +0

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 8

Languages: understands Common and Giant but can't speak

Challenge rating: 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Source: *Systems Reference Document*

Ogre

Large giant, chaotic evil

Armor class: 11 (hide armor)

Hit points: 59 (7d10 + 21)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+3	-3	-2	-2
(19)	(8)	(16)	(5)	(7)	(7)

Senses: darkvision 60 ft., passive Perception 8

Languages: Common, Giant

Challenge rating: 2 (450 XP)

Actions

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Source: *Systems Reference Document*

Paper Drake

Small dragon, neutral

Armor class: 13

Hit points: 78 (12d6 + 36)

Speed: walk: 40 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+3	0	+1	+1
(7)	(17)	(16)	(10)	(12)	(13)

Condition immunities: paralysis, unconscious

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic, Dwarvish, Elvish

Challenge rating: 2 (450 XP)

Shelve. A paper drake can fold itself into a small, almost flat form, perfect for hiding on bookshelves. The drake can still be recognized as something other than a book by someone who handles it (doesn't just glance at it on the shelf) and makes a successful **DC 11 Intelligence** (Nature or Investigation) check. The drake can hop or fly (clumsily, by flapping its pages) 5 feet per turn in this form.

Refold (Recharge 5-6). A paper drake can fold its body into different sizes and shapes. The drake can adjust its size by one step in either direction, but can't be smaller than Tiny or larger than Medium size. Changes in size or shape don't affect the paper drake's stats.

Actions

Multiattack. The drake makes one bite attack, one claw attack, and one tail attack.

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

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) slashing damage.

Tail (Recharge 5-6). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 16 (5d6 + 3) slashing damage, and the target must succeed on a **DC 13 Constitution** saving throw or be incapacitated for 1 round.

Source: *Tome of Beasts OGL*

Pattern Dancer

Medium humanoid, chaotic evil

Armor class: 13

Hit points: 33 (6d8+6)

Speed: walk: 30 ft.

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

Saving throws: Dex +5 Wis +3 Cha +5

Senses: darkvision 120 ft., passive Perception 11

Languages: Common, Elvish

Challenge rating: 2 (450 XP)

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

Shadow Traveler (1/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

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

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Spellcasting. The pattern dancer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): dancing lights, friends, minor illusion, poison spray 1st level (4 slots): color spray, disguise self, magic missile, shield 2nd level (3 slots): blur, mirror image 3rd level (2 slots): major image, nondetection

Group Actions. When three pattern dancers are within 60 feet of each other, they can work together to cast communal spells that are more powerful than they could cast individually. To do this, one takes an action to cast a spell, and the other two must use their reactions to complete it. These communal spells are cast at 11th level and have a spell save DC of 13: At will: hold person 3/day: fear, sleep 1/day: confusion, hypnotic pattern

Actions

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Source: Creature Codex OGL

Pech

Small elemental, neutral good

Armor class: 15 (natural armor)

Hit points: 33 (6d6+12)

Speed: climb: 10 ft., walk: 20 ft.

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

Damage immunities: poison

Condition immunities: exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive Perception 13

Languages: Common, Terran, Undercommon

Challenge rating: 2 (450 XP)

Light Sensitivity. While in bright light, the pech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Actions

Multiattack. The pech makes two attacks: one with its pick and one with its hammer. If the pech hits the same target with both attacks, the target must succeed on a DC 11 Constitution saving throw or be

Pegasus

incapacitated until the start of its next turn.

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

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

Source: *Creature Codex OGL*

Pegasus

Large celestial, chaotic good

Armor class: 12

Hit points: 59 (7d10 + 21)

Speed: walk: 60 ft., fly: 90 ft.

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

Saving throws: Dex +4 Wis +4 Cha +3

Senses: passive Perception 16

Languages: understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge rating: 2 (450 XP)

Actions

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

Source: *Systems Reference Document*

Plesiosaurus

Large beast, unaligned

Armor class: 13 (natural armor)

Hit points: 68 (8d10 + 24)

Speed: walk: 20 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-4	+1	-3
(18)	(15)	(16)	(2)	(12)	(5)

Senses: passive Perception 13

Challenge rating: 2 (450 XP)

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

Source: *Systems Reference Document*

Polar Bear

Large beast, unaligned

Armor class: 12 (natural armor)

Hit points: 42 (5d10)

Speed: walk: 40 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+3	-4	+1	-2
(20)	(10)	(16)	(2)	(13)	(7)

Senses: passive Perception 13

Challenge rating: 2 (450 XP)

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

Actions

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

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

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

Source: *Systems Reference Document*

Priest

Medium humanoid, any alignment

Armor class: 13 (chain shirt)
Hit points: 27 (5d8)
Speed: walk: 25 ft.

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

Senses: passive Perception 13
Languages: any two languages
Challenge rating: 2 (450 XP)

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

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

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, sanctuary
- 2nd level (3 slots): lesser restoration, spiritual weapon
- 3rd level (2 slots): dispel magic, spirit guardians

Actions

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

Source: Systems Reference Document

Putrid Haunt

Medium undead, neutral evil

Armor class: 13 (natural armor)
Hit points: 44 (8d8 + 8)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	-1 (8)	+1 (13)	-2 (6)	0 (11)	-2 (6)

Damage immunities: poison
Condition immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: -
Challenge rating: 2 (450 XP)

Dead Still. Treat a putrid haunt as invisible while it's buried in swamp muck.

Swamp Shamble. Putrid haunts suffer no movement penalties in marshy terrain.

Actions

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

Vomit Leeches (Recharge 6). A putrid haunt can vomit forth the contents of its stomach onto a target within 5 feet. Along with the bile and mud from its stomach, this includes 2d6 undead leeches that attach to the target. A creature takes 1 necrotic damage per leech on it at the start of the creature's turn, and the putrid haunt gains the same number of temporary hit points. As an action, a creature can remove or destroy 1d3 leeches from itself or an adjacent ally.

Source: Tome of Beasts OGL

Rageipede

Small beast, unaligned

Armor class: 15 (natural armor)
Hit points: 55 (10d6+20)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (15)	+2 (14)	+2 (15)	-5 (1)	-2 (7)	-4 (3)

Ratfolk Mercenary

Senses: blindsight 30 ft., passive Perception 8
Challenge rating: 2 (450 XP)

Natural Camouflage. The rageipede has advantage on Dexterity (Stealth) checks made while in forests and tall grass.

Surprise Bite. If the rageipede surprises a creature and hits it with a bite attack during the first round of combat, the target has disadvantage on its saving throw against the rage caused by the rageipede's bite.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage and the target must succeed on a DC 12 **Wisdom** saving throw or be overcome with a fit of rage for 1 minute. While in a fit of rage, a creature has advantage on melee attack rolls and its melee weapon attacks deal an extra 3 (1d6) damage. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the rageipede. If no other creature is near enough to move to and attack, the victim stalks off in a random direction, seeking a target for its rage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Source: Creature Codex OGL

Ratfolk Mercenary

Small humanoid, neutral

Armor class: 15 (leather armor)
Hit points: 45 (13d6)
Speed: swim: 10 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	0	+2	0	0
(7)	(18)	(11)	(14)	(10)	(10)

Saving throws: Dex +6 Int +4

Senses: darkvision 60 ft., passive Perception 12

Languages: Common

Challenge rating: 2 (450 XP)

Chopper Squad. The ratfolk mercenary's melee weapon attacks deal one extra die of damage if at least one of the mercenary's allies is within 5 feet of the creature and the ally isn't incapacitated.

Nimbleness. The ratfolk mercenary can move through the space of any Medium or larger creature.

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

Packing Heat. If the ratfolk mercenary moves at least 10 feet straight toward a target and then hits it with a shortsword attack on the same turn, the mercenary can make one dart attack against another target within 20 feet as a bonus action without disadvantage.

Actions

Multiattack. The ratfolk mercenary makes two attacks with its shortsword or dart. If both shortsword attacks hit the same target, the ratfolk mercenary can use its bonus action to automatically deal an extra 4 (1d8) piercing damage as it bites the target.

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

Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Source: Creature Codex OGL

Rhinoceros*Large beast, unaligned*

Armor class: 11 (natural armor)

Hit points: 45 (6d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+2	-4	+1	-2
(21)	(8)	(15)	(2)	(12)	(6)

Senses: passive Perception 11**Challenge rating:** 2 (450 XP)

Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

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

*Source: Systems Reference Document***Roachling Lord***Small humanoid, chaotic neutral*

Armor class: 15 (natural armor)

Hit points: 63 (14d6 + 14)

Speed: walk: 25 ft.

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

Saving throws: Dex +5 Con +3**Senses:** darkvision 60 ft., tremorsense 10 ft., passive Perception 9**Languages:** Common**Challenge rating:** 2 (450 XP)

Resistant. The roachling skirmisher has advantage on Constitution saving throws.

Unlovely. The skirmisher has disadvantage on Performance and Persuasion checks in interactions with nonroachlings.

Actions

Multiattack. The roachling lord makes two melee attacks or throws two darts.

Begrimed Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Begrimed Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

*Source: Tome of Beasts OGL***Roachling Scout***Small humanoid, chaotic neutral*

Armor class: 14

Hit points: 63 (14d6+14)

Speed: climb: 15 ft., walk: 25 ft.

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

Saving throws: Dex +6 Con +3**Senses:** darkvision 60 ft., tremorsense 10 ft., passive Perception 16**Languages:** Common**Challenge rating:** 2 (450 XP)

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

Resistant. The roachling scout has advantage on Constitution saving throws.

Stealthy Traveler. The roachling scout can move stealthily while traveling at a normal pace.

Unlovely. The roachling scout has disadvantage on Charisma (Performance)

Roggenwolf

and Charisma (Persuasion) checks in interactions with non-roachlings.

Actions

Multiattack. The roachling scout makes two begrimed shortsword attacks or two begrimed dart attacks.

Begrimed Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Begrimed Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Source: *Creature Codex OGL*

Roggenwolf

Medium monstrosity, neutral evil

Armor class: 13
Hit points: 60 (11d8+11)
Speed: walk: 40 ft.

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

Senses: darkvision 60 ft., passive Perception 13
Challenge rating: 2 (450 XP)

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

Actions

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

Howl (Recharge 5-6). The roggenwolf lets loose a howl that can only be heard inside the minds of nearby creatures. Each creature within 30 feet of the roggenwolf that isn't an undead or a construct must

succeed on a DC 13 Wisdom saving throw or become frightened and restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success.

Source: *Creature Codex OGL*

Rug of Smothering

Large construct, unaligned

Armor class: 12
Hit points: 33 (6d10)
Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	0	-5	-4	-5
(17)	(14)	(10)	(1)	(3)	(1)

Damage immunities: poison, psychic
Condition immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge rating: 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

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

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of

suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Source: *Systems Reference Document*

Saber-Toothed Tiger

Large beast, unaligned

Armor class: 12

Hit points: 52 (7d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	-4	+1	-1
(18)	(14)	(15)	(3)	(12)	(8)

Senses: passive Perception 13

Challenge rating: 2 (450 XP)

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

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 14 Strength** saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

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

Source: *Systems Reference Document*

Scitalis

Large monstrosity, unaligned

Armor class: 13 (natural armor)

Hit points: 58 (9d10+9)

Speed: swim: 30 ft., walk: 20 ft.

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

Saving throws: Con +3 Wis +6 Cha +2

Senses: blindsight 10 ft., passive

Perception 16

Challenge rating: 2 (450 XP)

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 6 (1d6 + 3) piercing damage plus 9 (2d8) poison damage.

Stunning Scales. Each creature of the scitalis' choice that is within 60 feet of the scitalis and can see it must succeed on a **DC 14 Wisdom** saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the scitalis' Stunning Scales for the next 24 hours.

Source: *Creature Codex OGL*

Sea Dragon Wyrmling

Medium dragon, neutral evil

Armor class: 17 (natural armor)

Hit points: 52 (8d8 + 16)

Speed: walk: 30 ft., fly: 60 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	+1	0	+2
(17)	(10)	(15)	(13)	(11)	(15)

Saving throws: Dex +2 Con +4 Wis +2 Cha +4

Sea Hag

Damage immunities: cold

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

Languages: Common, Draconic, Primordial

Challenge rating: 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 15-foot cone. Each creature in that area must make a **DC 12 Dexterity** saving throw. On a failure, the target takes 11 (2d10) bludgeoning damage and 11 (2d10) cold damage, and is pushed 15 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

Source: Tome of Beasts OGL

Sea Hag

Medium fey, chaotic evil

Armor class: 14 (natural armor)

Hit points: 52 (7d8 + 21)

Speed: walk: 30 ft., swim: 40 ft.

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

Senses: darkvision 60 ft., passive Perception 11

Languages: Aquan, Common, Giant

Challenge rating: 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a **DC 11 Wisdom** saving throw. On a failed save, the creature is frightened for 1

minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power. A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC

is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes **3d10** psychic damage and is blinded for 24 hours. A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a **DC 11 Wisdom** saving throw against this magic or drop to 0 hit points.

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) check to discern that the hag is disguised.

Source: Systems Reference Document

Shadhavar

Large monstrosity, neutral

Armor class: 14 (natural)

Hit points: 97 (**13d10 + 26**)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	-1	0	+3
(14)	(15)	(14)	(8)	(10)	(16)

Senses: darkvision 60 ft., passive Perception 12

Languages: understands Elvish and Umbral but can't speak

Challenge rating: 2 (450 XP)

Innate Spellcasting. a shadhavar's innate spellcasting ability score is Charisma (spell save DC 13). It can cast the following spells, requiring no components:

at will: disguise self (as horse or unicorn only)

2/day: darkness (centered on itself, moves with the shadhavar)

Magic Weapons. A shadhavar's gore attacks are magical.

Plaintive Melody (3/day). As a bonus action, a shadhavar can play a captivating melody through its hollow horn. Creatures within 60 feet that can hear the shadhavar must make a successful **DC 13 Wisdom** saving throw or be charmed until the start of the shadhavar's next turn. A creature charmed in this way is incapacitated, its speed is reduced to 0, and a shadhavar has advantage on attack rolls against it.

Shadesight. A shadhavar's darkvision functions in magical darkness.

Actions

Shadow Skeleton

Multiattack. A shadhavar makes one gore attack and one hooves attack.

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

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) bludgeoning damage.

Source: *Tome of Beasts OGL*

Shadow Skeleton

Medium undead, neutral evil

Armor class: 13

Hit points: 52 (8d8+16)

Speed: swim: 40 ft., walk: 30 ft.

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

Damage immunities: poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

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

Challenge rating: 2 (450 XP)

Actions

Multiattack. The shadow skeleton makes two scimitar attacks.

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

Finger Darts. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature other than an undead or a construct, it must make a **DC 12 Constitution** saving throw. On a failure, the target is surrounded by a shadowy aura for 1 minute. While surrounded by the aura, the target takes an

extra 7 (2d6) necrotic damage when hit by the scimitar attack of a shadow skeleton. Any creature can take an action to extinguish the shadow with a successful **DC 12 Intelligence** (Arcana) check. The shadow also extinguishes if the target receives magical healing.

Source: *Creature Codex OGL*

Shellycoat

Medium fey, neutral evil

Armor class: 14 (natural armor)

Hit points: 75 (10d8 + 30)

Speed: walk: 30 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	-1	-2
(17)	(15)	(16)	(13)	(9)	(7)

Condition immunities: charmed, unconscious

Senses: Darkvision 60 ft., passive Perception 11

Languages: Giant, Sylvan

Challenge rating: 2 (450 XP)

Innate Spellcasting. the shellycoat can cast the following spells innately, requiring no components:

1/day each: darkness, fog cloud

1/day (if in possession of its coat): water breathing

Regeneration. The shellycoat regains 3 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of the monster's next turn. The shellycoat dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stealthy Observer. The shellycoat has advantage on Dexterity (Stealth) checks made to hide and any Perception checks that rely on hearing.

Sunlight Sensitivity. The shellycoat becomes petrified after 5 (2d4) uninterrupted rounds of exposure to direct, natural sunlight.

Actions

Multiattack. The shellycoat makes one bite attack and one claws attack.

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

Claws. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 12 (2d8 + 3) slashing damage and the target is grappled (escape DC 13), restrained, and poisoned (DC 13 Strength saving throw negates, lasts while grappled and 1 round after). The shellycoat can shift the position of a grappled creature by up to 15 feet as a bonus action. While it has a creature grappled, the shellycoat can use its claws attack only against the grappled creature.

Source: Tome of Beasts OGL

Sigilian

Medium construct, unaligned

Armor class: 14

Hit points: 65 (10d8+20)

Speed: fly: 60 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+2	-3	0	+5
(6)	(18)	(14)	(5)	(10)	(20)

Damage immunities: poison

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses: darkvision 60 ft., passive Perception 12

Languages: understands Common but can't speak

Challenge rating: 2 (450 XP)

Amorphous. The sigilian can move through a space as narrow as 1 inch wide without squeezing.

Cognivore. At the start of each of its turns if the sigilian is inside a book that is not a spellbook, it removes the words from 3 (1d6) pages and regains 7 (2d6) hp.

Home Sweet Tome. The sigilian can move half its speed to enter a book. If the book is being worn or carried by a creature, that creature must succeed on a DC 14 Dexterity saving throw or the sigilian enters the book. A creature can take its action to find the sigilian in a book by succeeding on a DC 12 Intelligence (Investigation) check. If successful, a creature can use a bonus action to tear out the pages where the sigilian is hiding, forcing the sigilian out of the book and into an unoccupied space within 5 feet. Alternatively, a creature can destroy the book with a successful melee attack, dealing half of the damage to the sigilian and forcing it out of the book into an unoccupied space within 5 feet.

Actions

Multiattack. The sigilian makes three attacks: one with its cut and two with its paste.

Cut. Ranged Weapon Attack: +6 to hit, range 60 ft., one target. Hit: 7 (1d6 + 4) slashing damage and the sigilian copies one of the target's weapon attacks for 1 minute.

Paste. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 60 ft., one target. Hit: Damage die and type are determined by the copied weapon attack from Cut. Glowing runes in the image of that weapon appear as the sigilian attacks.

Devour Spell. While inside a spellbook, the sigilian eats one spell of the highest level present then exits the spellbook. It chooses to either make its next Paste attack with a number of damage dice equal to the eaten

Silver Dragon Wyrmling

spell's level or regain 3 hp per spell level. The sigilian can only eat one spell at a time and must use the devoured spell's energy before attempting to enter another spellbook. The eaten spell's entry is garbled, but the owner can repair it for half the gold and time usually spent to copy a spell. If the owner has the spell prepared, it can re-record the spell during a long rest for no additional cost.

Source: *Creature Codex OGL*

Silver Dragon Wyrmling

Medium dragon, lawful good

Armor class: 17 (natural armor)

Hit points: 45 (6d8 + 18)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	+1	0	+2
(19)	(10)	(17)	(12)	(11)	(15)

Saving throws: Dex +2 Con +5 Wis +2 Cha +4

Damage immunities: cold

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

Languages: Draconic

Challenge rating: 2 (450 XP)

Actions

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Cold Breath.** The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a **DC 13 Constitution** saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. **Paralyzing Breath.** The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a **DC 13 Constitution** saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at

the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

Spider Thief

Small construct, unaligned

Armor class: 13 (natural armor)

Hit points: 54 (12d6 + 12)

Speed: walk: 30 ft., climb: 20 ft.

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

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: understands Common but can't speak

Challenge rating: 2 (450 XP)

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

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

Wire-Assisted Jump. If its razor line attack is available, a spider thief can use its movement to leap 20 feet in any direction by launching the wire like a spider's web so that it spears or snags an object, then immediately reeling it back in. It can carry up to 25 lb. of additional weight while moving this way. Moving this way doesn't expend its razor line attack.

Actions

Multiattack. The spider thief makes two sickle claw attacks.

Sickle Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage.

Razor Line (Recharge 5-6). Melee Weapon Attack: +3 to hit, reach 15 ft., one target. Hit: 3 (1d4 + 1) slashing damage, and the target is grappled (escape DC 10). Instead of moving, the spider thief can retract the razor line and pull itself onto the grappled creature (the spider thief enters and remains in the target's space). The spider thief's sickle claw attacks have advantage against a grappled creature in the same space. If the grappled creature escapes, the spider thief immediately displaces into an unoccupied space within 5 feet.

Source: *Tome of Beasts OGL*

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts, unaligned

Armor class: 14
Hit points: 36 (8d8)
Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	0	-5	0	-4
(8)	(18)	(11)	(1)	(10)	(3)

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 10

Challenge rating: 2 (450 XP)

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

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has

half of its hit points or fewer. The target must make a **DC 10 Constitution** saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Terror Bird

Large beast, unaligned

Armor class: 12 (natural armor)
Hit points: 65 (10d8+20)
Speed: walk: 50 ft.

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

Senses: darkvision 60 ft., passive Perception 13

Challenge rating: 2 (450 XP)

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

Passing Bite. Terror birds who move at least 20 feet straight toward a target have advantage on the next attack roll against that target.

Actions

Serrated Beak. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) slashing damage. The target must succeed on a **DC 12 Constitution** saving throw or take 7 (2d6) slashing damage at the beginning of its next turn.

Source: *Creature Codex OGL*

Tosculi Warrior

Small monstrosity, lawful evil

Trollking Grunt

Armor class: 15

Hit points: 58 (9d6 + 27)

Speed: walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	0	+1	+1
(12)	(20)	(16)	(10)	(12)	(12)

Senses: darkvision 60 ft., passive Perception 11

Languages: Tosculi

Challenge rating: 2 (450 XP)

Skittering. Up to two tosculi can share the same space at one time. The tosculi has advantage on attack rolls while sharing its space with another tosculi that isn't incapacitated.

Actions

Multiattack. The tosculi warrior makes one bite attack, one claws attack, and one stinger attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 5) piercing damage, and the target must succeed on a **DC 13 Constitution** saving throw against poison or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Prepare Host. Melee Weapon Attack: +7 to hit, reach 5 ft., one paralyzed creature. Hit: 10 (2d4 + 5) piercing damage, and the target is paralyzed for 8 hours. The paralysis can be ended with a successful **DC 20 Wisdom** (Medicine) check or by a spell or magical effect that cures disease. (Because only paralyzed creatures can be targeted, a hit by this attack is

automatically a critical hit; bonus damage is included in the damage listing.)

Source: Tome of Beasts OGL

Trollking Grunt

Medium humanoid, neutral

Armor class: 14 (hide armor)

Hit points: 45 (6d8+18)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-1	0	0
(18)	(13)	(16)	(9)	(11)	(10)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Trollkin

Challenge rating: 2 (450 XP)

Regeneration. The trollkin grunt regains 3 hp at the start of its turn. If the grunt takes acid or fire damage, this trait doesn't function at the start of the grunt's next turn. The grunt dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin grunt's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Actions

Multiattack. The trollkin grunt makes two attacks, either with its spear or its longbow.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source: Creature Codex OGL

Uraeus*Tiny celestial, lawful neutral*

Armor class: 14 (natural armor)

Hit points: 40 (9d4 + 18)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+2	0	+2	-1
(6)	(15)	(14)	(10)	(14)	(9)

Damage immunities: poison**Condition immunities:** poisoned**Senses:** blindsight 10 ft., passive

Perception 14

Languages: understands Celestial and Common but can't speak**Challenge rating:** 2 (450 XP)

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

Ward Bond. As a bonus action, the uraeus forms a magical bond with a willing creature within 5 feet. Afterward, no matter how great the distance between them, the uraeus knows the distance and direction to its bonded ward and is aware of the creature's general state of health. The bond lasts until the uraeus or the ward dies, or the uraeus ends the bond as an action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage, and the target must make a successful **DC 12 Constitution** saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 9 (2d8) fire damage at the start of its turn. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on a success.

Searing Breath (Recharge 5-6). The uraeus exhales a 15-foot cone of fire. Creatures in the area take 10 (3d6) fire damage, or half

damage with a successful **DC 12 Dexterity** saving throw.

*Source: Tome of Beasts OGL***Vanara***Medium humanoid, neutral good*

Armor class: 13

Hit points: 55 (10d8+10)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	0	+2	+1
(14)	(16)	(12)	(11)	(15)	(12)

Senses: darkvision 60 ft., passive Perception 14**Languages:** Common, Simian**Challenge rating:** 2 (450 XP)

Distract. As a bonus action, the vanara can use its tail to distract an opponent within 5 feet of it by pulling on an arm, tossing dirt in the target's face, or some other method of interfering. The target must succeed on a **DC 13 Dexterity** saving throw or have disadvantage on all attacks against the vanara until the vanara's next turn.

Quadrupedal Dash. As a bonus action, the vanara can move up to 80 feet without provoking opportunity attacks. It can't use this trait if it is wielding a weapon or holding an object weighing more than 10 lbs.

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

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage and the target must succeed on a **DC 13 Dexterity** saving throw or drop its weapon in a space within 10 feet of the target.

Vile Barber

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

Howl (Recharge 5-6). The vanara releases a sonorous howl in a 15-foot cone. Each creature in that area must make a **DC 13 Constitution** saving throw. On a failure, a creature takes 18 (4d8) thunder damage and is deafened for 1 minute. On a success, the creature takes half the damage and isn't deafened.

Source: *Creature Codex OGL*

Vile Barber

Small fey, chaotic evil

Armor class: 15 (leather armor)

Hit points: 28 (8d6)

Speed: walk: 30 ft.

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

Condition immunities: frightened

Senses: 60 ft., passive Perception 9

Languages: Common, Goblin, Sylvan, Umbral

Challenge rating: 2 (450 XP)

Close-in Slasher. The vile barber has advantage on attack rolls against any creature in the same space with it.

Inhumanly Quick. The vile barber can take two bonus actions on its turn, instead of one. Each bonus action must be different; it can't use the same bonus action twice in a single turn.

Invasive. The vile barber can enter, move through, or even remain in a hostile creature's space regardless of the creature's size, without penalty.

Nimble Escape. As a bonus action, the vile barber can take the Disengage or Hide action on each of its turns.

Pilfer. As a bonus action, the vile barber can take the Use an Object action or make a Dexterity (Sleight of Hand) check.

Shadow Step. As a bonus action, the vile barber magically teleports from an area of dim light or darkness it currently occupies, along with any equipment it is wearing or carrying, up to 80 feet to any other area of dim light or darkness it can see. The barber then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The vile barber makes two attacks with its straight razor.

Straight Razor. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Unclean Cut. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature that is grappled by the vile barber, incapacitated, or restrained. Hit: 6 (1d4 + 4) slashing damage plus 7 (2d6) necrotic damage. The creature and all its allies who see this attack must make successful **DC 15 Wisdom** saving throws or become frightened for 1d4 rounds.

Source: *Tome of Beasts OGL*

Vine Lord's Tendril Puppet

Medium plant, lawful neutral

Armor class: 13 (studded leather armor)

Hit points: 34 (4d8 + 16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	-2	-2	-1
(16)	(12)	(18)	(6)	(6)	(8)

Condition immunities: blinded, deafened
Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge rating: 2 (450 XP)

Poor Vision. Tendril puppets see almost nothing beyond 30 feet away.

Regeneration. The tendril puppet regains 5 hit points at the start of its turn if it has at least 1 hit point and is in jungle terrain.

Root Mind. Within a vine lord's forest or jungle, the tendril puppet's blindsight extends to 60 feet, it succeeds on all Wisdom (Perception) checks, and it can't be surprised.

Green Strider. The tendril puppet ignores movement restrictions and damage caused by natural undergrowth.

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

Actions

Assegai. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Hurl Thorns. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 12 (2d8 + 3) piercing damage, and the thorn explodes in a 10-foot-radius sphere centered on the target. Every creature in the affected area other than the original target takes 4 (1d8) piercing damage, or half damage with a successful DC 13 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Void Dragon Wyrmling

Medium dragon, chaotic neutral

Armor class: 17 (natural armor)

Hit points: 45 (6d8 + 18)

Speed: hover: True ft., walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	+1	-1	+3
(16)	(10)	(17)	(12)	(9)	(17)

Saving throws: Dex +4 Con +5 Wis +1 Cha +5

Damage immunities: cold

Senses: passive Perception 1

Languages: Common, Draconic, Void Speech

Challenge rating: 2 (450 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Void Dweller. As ancient void dragon.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

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

Gravitic Breath. The dragon exhales a 15-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, must make a DC 13 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Source: *Tome of Beasts OGL*

Wererat

Medium humanoid, lawful evil

Armor class: 12

Hit points: 33 (6d8 + 6)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	0	0	-1
(10)	(15)	(12)	(11)	(10)	(8)

Damage immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses: darkvision 60 ft. (rat form only), passive Perception 12

Languages: Common (can't speak in rat form)

Challenge rating: 2 (450 XP)

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

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

Actions

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

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft.,

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

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: *Systems Reference Document*

White Dragon Wyrmling

Medium dragon, chaotic evil

Armor class: 16 (natural armor)

Hit points: 32 (5d8 + 10)

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

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

Saving throws: Dex +2 Con +4 Wis +2 Cha +2

Damage immunities: cold

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

Languages: Draconic

Challenge rating: 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

White Stag

Large celestial, chaotic good

Armor class: 13 (natural armor)

Hit points: 45 (7d10+7)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	0	+2	+2
(17)	(15)	(13)	(10)	(14)	(15)

Senses: darkvision 60 ft., passive Perception 14

Languages: understands Celestial, Common, Elvish and Sylvan but can't speak

Challenge rating: 2 (450 XP)

Beloved by the Gods. When the white stag dies, the deity that created it curses the creature that dealt the killing blow. The cursed creature finds the natural world working against it: roots randomly rise up to trip the creature when it walks past a tree (5% chance per mile traveled in forested terrain), animals are more reluctant to obey (disadvantage on Wisdom (Animal Handling) checks), and the wind seems to always be blowing in the least favorable direction for the creature (scattering papers, sending the creature's scent in the direction of a creature tracking it, etc.). This curse lasts until it is lifted by a remove curse spell or after the cursed creature completes a task of penance for the deity or its temple.

Forest Runner. Difficult terrain doesn't slow the white stag's travel while in a forest.

Running Leap. With a 10-foot running start, the white stag can long jump up to 25 feet.

Actions

Multiattack. The white stag makes one gore attack and one hooves attack.

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

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

Source: *Creature Codex OGL*

Will-o'-Wisp

Tiny undead, chaotic evil

Armor class: 19

Hit points: 22 (9d4)

Speed: hover: True ft., walk: 0 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+9	0	+1	+2	0
(1)	(28)	(10)	(13)	(14)	(11)

Damage immunities: lightning, poison

Condition immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive Perception 12

Languages: the languages it knew in life

Challenge rating: 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a **DC 10 Constitution** saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Wind Demon

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).

Source: *Systems Reference Document*

Wind Demon

Small fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 28 (8d6)

Speed: fly: 60 ft., walk: 30 ft.

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

Damage immunities: cold, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

Languages: Abyssal, Common, Void Speech

Challenge rating: 2 (450 XP)

Arrow Bane. When the wind demon is targeted by an attack or spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the attacker has disadvantage on the attack roll. On a 6, the wind demon is unaffected, and the attack is reflected back at the attacker as though it originated from the wind demon, turning the attacker into the target.

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

Actions

Multiattack. The wind demon makes two frost claw attacks.

Frost Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage plus 3 (1d6) cold damage.

Source: *Creature Codex OGL*

Wind Eater

Medium undead, lawful evil

Armor class: 14

Hit points: 65 (10d8+20)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+2	+1	+3	+1
(8)	(18)	(14)	(12)	(16)	(13)

Saving throws: Con +4 Wis +5

Damage immunities: poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: truesight 60 ft., passive Perception 15

Languages: understands Common but can't speak

Challenge rating: 2 (450 XP)

Aura of Silence. A creature within 120 feet of the wind eater has disadvantage on Wisdom (Perception) checks that rely on hearing. All creatures within 20 feet of the wind eater are immune to thunder damage and are deafened. This trait works like the silence spell, except the effect moves with the wind eater and persists unless it is incapacitated or until it dies.

Incorporeal Movement. The wind eater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shadow Blend. As a bonus action while in dim light or darkness, the wind eater becomes invisible. The invisibility lasts until the wind eater uses a bonus action to end it or until the wind eater attacks, is in bright light, or is incapacitated. Any equipment the wind eater wears or carries is invisible with it.

Innate Spellcasting. The wind eater's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring only somatic

components: At will: silent image 3/day
each: blur, major image 1/day: mirage
arcane

Actions

Multiattack. The wind eater makes two claw attacks.

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

Source: *Creature Codex OGL*

Wind Weasel

Medium fey, chaotic neutral

Armor class: 13

Hit points: 52 (8d8+16)

Speed: walk: 40 ft.

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

Saving throws: Dex +5

Senses: darkvision 60 ft., passive

Perception 13

Languages: Sylvan, Umbral

Challenge rating: 2 (450 XP)

Air Form (Whirlwind Form Only). The wind weasel can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby (Whirlwind Form Only). The wind weasel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Hidden In The Wind (Whirlwind Form Only). Until it attacks or uses Whirling Leaves, the wind weasel is indistinguishable from a natural dust devil unless a creature succeeds on a **DC 15 Intelligence** (Investigation) check.

Shapechanger. The wind weasel can use its action to polymorph into a whirlwind. It can revert back to its true form as a bonus action. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While a whirlwind, it has a flying speed of 60 feet, immunity to the grappled, petrified, restrained, and prone conditions, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. The wind weasel can't make bite or claw attacks while in whirlwind form.

Windy Speed (Whirlwind Form Only). When the wind weasel is subjected to the slow spell, it doesn't suffer the effects of the spell but instead is forced into its true form and incapacitated until the end of its next turn.

Actions

Multiattack. The wind weasel makes three attacks: one with its bite and two with its scythe claws.

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

Scythe Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Whirling Leaves (Whirlwind Form Only). Each creature in the wind weasel's space must make a **DC 13 Dexterity** saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Yakirian

Medium humanoid, lawful neutral

Armor class: 13 (chain shirt)

Hit points: 67 (9d8+27)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	0	+1	-1
(17)	(11)	(16)	(10)	(12)	(8)

Saving throws: Wis +3

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Yakirian, understands Void Speech but won't speak it

Challenge rating: 2 (450 XP)

Resilient Soul. The yakirian has advantage on saving throws against being charmed, frightened, or confused, as well as against any effect that causes corruption or madness.

Actions

Multiattack. The yakirian makes two attacks: one with its gore and one with its ritual knife.

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

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

Consume Heart. The yakirian consumes the heart of a dead humanoid or giant within 5 feet. If the creature also less than 1 minute ago, the yakirian gains the following benefits: * The yakirian absorbs the dead creature's knowledge and asks two questions. If the dead creature knew the answers in life, the yakirian learns them instantly. * The yakirian's maximum and current hp increase by 10 for 1 hour. * The yakirian has advantage on Strength-based attack rolls and ability checks, as well as on all saving throws for 1 hour.

Source: Creature Codex OGL

Yann-An-Oed

Huge aberration, neutral

Armor class: 12 (natural armor)

Hit points: 47 (5d12+15)

Speed: swim: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+3	-1	+2	-2
(15)	(11)	(17)	(8)	(14)	(7)

Senses: blindsight 60 ft., passive Perception 14

Languages: Aquan, telepathy 120 ft.
Challenge rating: 2 (450 XP)

Amphibious. The yann-an-oed can breathe air and water.

Underwater Camouflage. The yann-an-oed has advantage on Dexterity (Stealth) checks made while underwater.

Actions

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

Tentacles. Melee Weapon Attack: +4 to hit, reach 15 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained. The yann-an-oed can have only two targets grappled at a time.

Swallow. The yann-an-oed makes a bite attack against a Large or smaller creature 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 yann-an-oed, and it takes 7 (2d6) acid damage at the start of each of the yann-an-oed's turns. A yannan-oed can have only one creature swallowed at a time. If the yann-an-oed takes 10 damage or more on a single turn from the swallowed creature, the yann-an-oed must succeed on a DC 11 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the yann-an-oed. If the yann-an-oed dies, a swallowed

creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Hoot (Recharges after a Short or Long Rest).

The yann-an-oed emits an owl-like hoot from a blowhole near the top of its head. Each creature within 120 feet that is able to hear the sound must succeed on a **DC 12 Wisdom** saving throw or return the hooting sound, if it can make noise. The yann-an-oed is able to unerringly track a creature that responds to its call for 1 hour, even if the creature is hidden by magic or on another plane of existence.

Source: Creature Codex OGL

Challenge 3

Ahu-Nixta*Large aberration, neutral evil*

Armor class: 14 (clockwork armor)

Hit points: 67 (9d10+18)

Speed: fly: 30 ft., swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+4	+1	0
(17)	(15)	(14)	(19)	(13)	(10)

Damage immunities: poison, psychic**Condition immunities:** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone**Senses:** darkvision 60 ft., passive

Perception 13

Languages: Deep Speech, Void Speech**Challenge rating:** 3 (700 XP)

Clockwork Encasement. The creature within the machine is a somewhat shapeless mass, both protected and given concrete manipulators by its armor. The clockwork armor has a variety of manipulators that the ahu-nixta can use to attack or to interact with objects outside of the armor. When the ahu-nixta is reduced to 0 hp, its clockwork armor breaks and the ahunixta exits it. Once out of its armor, the creature's pulpy mass no longer receives the benefits of the listed Damage or Condition Immunities, except for psychic and prone.

Without its clockwork armor, the ahu-nixta has the following statistics: AC 12, hp 37 (5d10 + 10), Strength 9 (-1), and all its modes of travel are reduced to 20 feet. In addition, it has no attack actions, though it can still cast its spells. The ahu-nixta's body can form eyes, mouths, and grabbing appendages. Its grabbing appendages can pick up objects and manipulate them, but the appendages can't be used for combat. The ahu-nixta's extra appendages can open and close glass-covered viewing ports in the clockwork armor, requiring no action, so it can see and interact with objects outside the armor.

The ahu-nixta can exit or enter its clockwork armor as a bonus action.

Immutable Form. The clockwork armor of the ahu-nixta is immune to any spell or effect that would alter its form, as is the creature that controls it as long as the ahu-nixta remains within the armor.

Innate Spellcasting. The ahu-nixta's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The ahu-nixta can innately cast the following spells, requiring no material components. At will: fear, fire bolt (2d10), telekinesis

Actions

Multiattack. The ahu-nixta makes three melee attacks. It can cast one at will spell in place of two melee attacks.

Whirring Blades. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Pronged Scepter. Melee Weapon Attack: 5 to hit, reach 10 ft., one target. Hit: 6 (*1d6* 3) piercing damage.

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

Source: Creature Codex OGL

Alseid Grovekeeper*Medium monstrosity, chaotic neutral*

Armor class: 15 (studded leather Armor)

Hit points: 71 (13d8 + 13)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	-1	+3	-1
(13)	(17)	(12)	(8)	(16)	(8)

Senses: darkvision 60 ft., passive Perception 15

Amphiptere

Languages: Common, Elvish, Sylvan
Challenge rating: 3 (700 XP)

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

cantrips (at will): druidcraft, guidance, produce flame, shillelagh

1st (4 slots): animal friendship, cure wounds, faerie fire

2nd (3 slots): animal messenger, heat metal, lesser restoration

3rd (2 slots): call lightning, dispel magic

Woodfriend. When in a forest, alseid leave no tracks and automatically discern true north.

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit (+5 with shillelagh), reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used in two hands, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

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

Source: Tome of Beasts OGL

Amphiptere

Medium beast, unaligned

Armor class: 15 (natural armor)

Hit points: 60 (8d8 + 24)

Speed: walk: 20 ft., climb: 20 ft., fly: 60 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0 (11)	+4 (18)	+3 (17)	-4 (2)	+3 (16)	-2 (6)

Senses: blindsight 10 ft., passive Perception 15

Languages: -

Challenge rating: 3 (700 XP)

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

Swarming. Up to two amphipteres can share the same space at the same time. The amphiptere has advantage on melee attack rolls if it is sharing its space with another amphiptere that isn't incapacitated.

Actions

Multiattack. The amphiptere makes one bite attack and one stinger attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.

Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must make a successful **DC 13 Constitution** saving throw or be poisoned for 1 hour.

Source: Tome of Beasts OGL

Arboreal Grappler

Medium aberration, neutral evil

Armor class: 14 (natural armor)

Hit points: 90 (12d8 + 36)

Speed: walk: 10 ft., climb: 40 ft.

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

Senses: darkvision 60 ft., passive Perception 10

Languages: -

Challenge rating: 3 (700 XP)

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

Boscage Brachiation. The arboreal grappler doesn't provoke opportunity attacks when it moves out of an enemy's reach by climbing.

Actions

Multiattack. The arboreal grappler makes one bite attack and two tentacle attacks.

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

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the tentacle can't be used to attack a different target. The arboreal grappler has two tentacles, each of which can grapple one target. When the arboreal grappler moves, it can drag a Medium or smaller target it is grappling at full speed.

Source: *Tome of Beasts OGL*

Astral Snapper

Medium aberration, neutral evil

Armor class: 12

Hit points: 78 (12d8+24)

Speed: walk: 40 ft.

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

Saving throws: Con +4

Senses: darkvision 60 ft., passive Perception 15

Languages: Deep Speech

Challenge rating: 3 (700 XP)

Astral Devour. A creature hosting an astral snapper's astral form must make a **DC 13 Wisdom** saving throw each time it finishes a long rest. On a success, the astral snapper is ejected from the host and the Astral Plane into an unoccupied space in the Material Plane within 10 feet of the host and is stunned for 1 round. On a failure, the astral snapper consumes part of the host's internal organs, reducing the host's Constitution score by 1d4. The host dies if this reduces its Constitution to 0. The reduction lasts until the host finishes a long rest after the astral snapper has been expelled. If the host's Constitution score is reduced to 0, the astral snapper exits the host's body in the Material Plane by tearing its way out through the abdomen. The astral snapper becomes completely corporeal as it exits the host, stepping out of the host at its full size.

From the time the astral snapper succeeds on the initial dive into the host through the Astral Plane until the moment it emerges from the host's abdomen, it can be seen by any creature that can see into the Astral Plane—its head buried in the host's back. The astral snapper has disadvantage on Wisdom (Perception) checks and is effectively stunned when in this position until it takes damage.

Actions

Multiattack. The astral snapper makes two attacks with its claws. If both attacks hit the same target, the target must succeed on a **DC 13 Wisdom** saving throw or its wound becomes a rift to the Astral Plane. The astral snapper immediately passes through, closing the rift behind it. The target is then affected by the astral snapper's Astral Devour trait.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Source: *Creature Codex OGL*

Bagiennik

Medium aberration, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 75 (10d8 + 30)

Speed: walk: 30 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	-1	+3	0
(16)	(18)	(16)	(9)	(16)	(11)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Common

Challenge rating: 3 (700 XP)

Healing Oil. A bagiennik can automatically stabilize a dying creature by using an action to smear some of its oily secretion on the dying creature's flesh. A similar application on an already-stable creature or one with 1 or more hit points acts as a potion of healing, restoring **2d4 + 2** hit points. Alternatively, the bagiennik's secretion can have the effect of a lesser restoration spell. However, any creature receiving a bagiennik's Healing Oil must make a successful **DC 13 Constitution** saving throw or be slowed for 1 minute.

Actions

Multiattack. The bagiennik makes two claw attacks.

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

Acid Spray. Ranged Weapon Attack: +6 to hit, range 15 ft., one target. Hit: 14 (2d10 + 3) acid damage. The target must make a successful **DC 13 Dexterity** saving throw or fall prone in the slick oil, which covers an area 5 feet square. A creature that enters the oily area or ends its turn there must also make the Dexterity saving throw to avoid falling prone. A creature needs to make only one saving throw per 5-foot-square per turn, even if it enters and ends

its turn in the area. The slippery effect lasts for 3 rounds.

Source: *Tome of Beasts OGL*

Bar Brawl

Huge humanoids, unaligned

Armor class: 12 (leather armor)

Hit points: 67 (9d12+9)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	0	0	-1
(14)	(12)	(13)	(11)	(10)	(9)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: passive Perception 10

Languages: any two languages

Challenge rating: 3 (700 XP)

Liquid Courage (Recharge 5-6). As a bonus action, the bar brawl imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The bar brawl gains 7 (2d6) temporary hp for 1 minute.

Swarm. The bar brawl can occupy another creature's space and vice versa, and the bar brawl can move through any opening large enough for a Medium humanoid. Except for Liquid Courage, the bar brawl can't regain hp or gain temporary hp.

Actions

Multiattack. The bar brawl makes two melee attacks or two darts attacks.

Barstool. Melee Weapon Attack: +4 to hit, range 0 ft., one target in the bar brawl's space. Hit: 14 (4d6) bludgeoning damage, or 7 (2d6) if the bar brawl has half its hit points or fewer.

Broken Bottles. Melee Weapon Attack: +4 to hit, range 0 ft., one target in the bar brawl's space. Hit: 10 (4d4) slashing damage, or 5

(2d4) if the bar brawl has half its hit points or fewer.

Darts. Ranged Weapon Attack: +3 to hit, range 20/40 ft. Hit: 10 (4d4) piercing damage, or 5 (2d4) if the bar brawl has half its hit points or fewer.

Source: *Creature Codex OGL*

Basilisk

Medium monstrosity, unaligned

Armor class: 12 (natural armor)

Hit points: 52 (8d8 + 16)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	-4	-1	-2
(16)	(8)	(15)	(2)	(8)	(7)

Senses: darkvision 60 ft., passive Perception 9

Challenge rating: 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a **DC 12 Constitution** saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Source: *Systems Reference Document*

Bathroom Drake

Medium dragon, lawful neutral

Armor class: 16 (natural armor)

Hit points: 75 (10d8+30)

Speed: fly: 60 ft., swim: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+1	+4	+2
(15)	(14)	(17)	(12)	(18)	(15)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., truesight 10 ft., passive Perception 16

Languages: Common, Draconic, Primordial

Challenge rating: 3 (700 XP)

Amphibious. The bathroom drake can breathe air and water.

Soapy. The bathroom drake has advantage on ability checks and saving throws made to escape a grapple.

Innate Spellcasting. The bathroom drake's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: create or destroy water, misty step, prestidigitation 3/day each: control water, fog cloud, gaseous form, lesser restoration

Actions

Multiattack. The bathroom drake makes three melee attacks: one with its bite and two with its claws. Alternatively, it can use Scalding Jet twice.

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

Bearded Devil

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

Scalding Jet. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 7 (2d6) fire damage.

Steam Burst (Recharge 5-6). The bathhouse drake creates a burst of hot steam. Each creature within 20 feet of it must make a DC 14 Constitution saving throw. On a failure, a target takes 14 (4d6) fire damage and is blinded for 1 minute. On a success, a target takes half the damage but isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Bearded Devil

Medium fiend, lawful evil

Armor class: 13 (natural armor)

Hit points: 52 (8d8 + 16)

Speed: walk: 30 ft.

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

Saving throws: Str +5 Con +4 Wis +2

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: Infernal, telepathy 120 ft.

Challenge rating: 3 (700 XP)

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

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Source: *Systems Reference Document*

Bearfolk

Medium humanoid, chaotic good

Armor class: 14 (hide armor)

Hit points: 45 (6d8 + 18)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-1	+1	-1
(19)	(14)	(16)	(8)	(12)	(9)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Giant

Challenge rating: 3 (700 XP)

Frenzy (1/rest). As a bonus action, the bearfolk can trigger a berserk frenzy that

lasts 1 minute. While in frenzy, it gains resistance to bludgeoning, piercing, and slashing damage and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

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

Actions

Multiattack. The bearfolk makes three attacks: one with its battleaxe, one with its warhammer, and one with its bite.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used two-handed.

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

Warhammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used two-handed.

Source: *Tome of Beasts OGL*

Black Sun Priestess

Medium humanoid, chaotic evil

Armor class: 13 (hide armor)

Hit points: 67 (9d8+27)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Orc

Challenge rating: 3 (700 XP)

Aggressive. As a bonus action, the priestess can move up to her speed toward a hostile creature that she can see.

Black Sun Sight. Magical darkness doesn't impede the the Black Sun priestess' darkvision.

Light Sensitivity. While in bright light, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The priestess is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priestess has the following cleric spells prepared: Cantrips (at will): guidance, mending, resistance, sacred flame 1st level (4 slots): bane, command, cure wounds, detect magic 2nd level (3 slots): augury, spiritual weapon 3rd level (3 slots): animate dead, bestow curse, spirit guardians

Actions

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

Source: *Creature Codex OGL*

Bloody Bones

Medium monstrosity, chaotic evil

Armor class: 13 (natural armor)

Hit points: 55 (10d8+10)

Speed: walk: 30 ft.

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

Senses: darkvision 60 ft., passive Perception 11

Languages: none, but can speak through the use of its Horrific Imitation trait

Challenge rating: 3 (700 XP)

Horriifying Aura. Any creature hostile to the bloody bones that starts its turn within 10 feet of the bloody bones must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. If

Blue Dragon Wyrmling

a creature's saving throw is successful, the creature is immune to the bloody bones' Horrifying Aura for the next 24 hours.

Horrific Imitation. The bloody bones chooses one creature it can see. It moves, acts, and speaks in a macabre imitation of the creature. Its utterances are nonsense, and it can't understand the languages of its chosen target. It maintains this imitation until it dies. A creature that hears and sees the bloody bones can tell it is performing an imitation with a successful **DC 14 Wisdom** (Insight) check.

Actions

Multiattack. The bloody bones makes two claw attacks. It can use its Dark Stare in place of one claw attack.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Dark Stare. The bloody bones stares balefully at one creature it can see within 60 feet. That creature must succeed on a **DC 13 Wisdom** saving throw or have disadvantage on all attacks until the end of its next turn.

Source: *Creature Codex OGL*

Blue Dragon Wyrmling

Medium dragon, lawful evil

Armor class: 17 (natural armor)

Hit points: 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	+1	0	+2
(17)	(10)	(15)	(12)	(11)	(15)

Saving throws: Dex +2 Con +4 Wis +2 Cha +4

Damage immunities: lightning

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

Languages: Draconic

Challenge rating: 3 (700 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a **DC 12 Dexterity** saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Bronze Golem

Large construct, unaligned

Armor class: 13 (natural armor)

Hit points: 57 (6d10+24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-2	+4	-5	0	-5
(17)	(6)	(18)	(1)	(10)	(1)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 14

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

Challenge rating: 3 (700 XP)

Boiling Body. The golem's body is hot to the touch, thanks to the boiler inside its chest. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and, if the target is a Medium or smaller creature, it is grappled (escape DC 13). The golem can only grapple one creature at a time.

Brazen Bull. The golem makes a slam attack against a target it is grappling as it opens a plate in its chest and exposes its arcane boiler. If the attack hits, the target is forced into the golem's boiler, and the grapple ends. While inside the boiler, the target is blinded and restrained, it has total cover against attacks and other effects outside the boiler, and it takes 14 (4d6) fire damage at the start of each of its turns. To escape, it or another creature must succeed on a **DC 13 Strength** (Athletics) check to open the boiler, freeing the target, which falls prone in a space within 5 feet of the golem. A bronze golem can only have one creature in its boiler at a time.

Source: *Creature Codex OGL*

Cactid

Large plant, unaligned

Armor class: 14 (natural armor)

Hit points: 76 (8d10 + 32)

Speed: walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+4	-2	0	-1
(16)	(8)	(18)	(7)	(10)	(9)

Condition immunities: blinded, deafened
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages: understands Sylvan, but can't speak

Challenge rating: 3 (700 XP)

Hail of Needles (1/Day). When reduced below 10 hp (even below 0 hp), the cactid releases a hail of needles as a reaction. All creatures within 15 feet take 21 (6d6) piercing damage, or half damage with a successful **DC 14 Dexterity** saving throw.

Actions

Multiattack. The cactid makes two attacks with its tendrils and uses Reel.

Tendril. Melee Weapon Attack: +5 to hit, reach 15 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage, and a Medium or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained. If the target is neither undead nor a construct, the cactid drains the target's body fluids; at the start of each of the target's turns, the target must make a **DC 13 Constitution** saving throw. On a failed save, the creature's hit point maximum is reduced by 3 (1d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the creature finishes a long rest and drinks abundant water or until it receives a greater restoration spell or comparable magic. The cactid has two tendrils, each of which can grapple one target at a time.

Reel. Each creature grappled by the cactid is pulled up to 5 feet straight toward the cactid.

Source: *Tome of Beasts OGL*

Clockwork Beetle Swarm

Large Swarm of Tiny constructs, neutral

Armor class: 14 (natural armor)

Hit points: 52 (8d10 + 8)

Speed: walk: 30 ft., fly: 50 ft.

Clockwork Huntsman

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	-3	+1	-2
(8)	(16)	(12)	(4)	(12)	(7)

Damage immunities: fire, poison, psychic

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 11

Languages: -

Challenge rating: 3 (700 XP)

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

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., up to 4 creatures in the swarm's space. Hit: 17 (5d6) piercing damage plus 3 (1d6) poison damage.

Source: Tome of Beasts OGL

Clockwork Huntsman

Medium construct, unaligned

Armor class: 14

Hit points: 110 (20d8 + 20)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	-3	0	-5
(17)	(14)	(12)	(4)	(10)	(1)

Saving throws: Str +5 Dex +4

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: understands Common

Challenge rating: 3 (700 XP)

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

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

Actions

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

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

Net Cannon. Ranged Weapon Attack: +4 to hit, range 5/15 ft., one target, size Large or smaller. Hit: the target is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within the huntsman's chest. A creature can free itself (or another creature) from the net by using its action to make a successful DC 10 **Strength** check or by dealing 5 slashing damage to the net. The huntsman can fire up to four nets before it must be reloaded.

Explosive Core. The mechanism that powers the huntsman explodes when the construct is destroyed, projecting superheated steam and shrapnel. Every creature within 5 ft. of the construct takes 10 (3d6) fire damage, or half damage with a successful DC 13 **Dexterity** saving throw.

Source: Tome of Beasts OGL

Dark Eye

Medium humanoid, neutral evil

Armor class: 16 (breastplate)

Hit points: 71 (11d8+22)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	-1	+1	+3
(10)	(14)	(15)	(9)	(13)	(16)

Senses: blindsight 60 ft., passive Perception 13
Languages: Common, Umbral
Challenge rating: 3 (700 XP)

Dark Devotion. The dark eye has advantage on saving throws against being charmed or frightened.

Gaze of Shadows. When a creature that can see the dark eye's eye starts its turn within 30 feet of the dark eye, the dark eye can force it to make a **DC 13 Wisdom** saving throw if the dark eye isn't incapacitated and can see the creature. On a failure, the creature takes 7 (2d6) psychic damage and is incapacitated until the start of its next turn. On a success, the creature takes half the damage and isn't incapacitated.

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

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

Actions

Multiattack. The dark eye makes two attacks with its dagger.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 4 (1d8) cold damage.

Source: Creature Codex OGL

Doppelganger

Medium monstrosity, unaligned

Armor class: 14
 Hit points: 52 (8d8 + 16)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0 (11)	+4 (18)	+2 (14)	0 (11)	+1 (12)	+2 (14)

Condition immunities: charmed
Senses: darkvision 60 ft., passive Perception 11
Languages: Common
Challenge rating: 3 (700 XP)

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

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

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. 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). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception),

Duskthorn Dryad

Intimidation, and Persuasion) checks against the target.

Source: *Systems Reference Document*

Duskthorn Dryad

Medium fey, chaotic

Armor class: 17 (natural armor)

Hit points: 77 (14d8 + 14)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+1	+2	+2	+7
(10)	(20)	(13)	(14)	(15)	(24)

Saving throws: Con +3 Wis +4

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Elvish, Sylvan, Umbral

Challenge rating: 3 (700 XP)

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

at will: dancing lights, druidcraft

3/day each: charm person, entangle, invisibility, magic missile

1/day each: barkskin, counterspell, dispel magic, fog cloud, shillelagh, suggestion, wall of thorns

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one dead tree within her reach and emerge from a second dead tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the

second tree. Both trees must be Large or bigger.

Tree Dependent. The dryad is mystically bonded to her duskthorn vines and must remain within 300 yards of them or become poisoned. If she remains out of range of her vines for 24 hours, she suffers 1d6 Constitution damage, and another 1d6 points of Constitution damage every day that follows - eventually, this separation kills the dryad. A dryad can bond with new vines by performing a 24-hour ritual.

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Source: *Tome of Beasts OGL*

Dust Goblin Chieftain

Small humanoid, neutral evil

Armor class: 16 (studded leather)

Hit points: 44 (8d6+16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+2	+2	+1	+1
(8)	(18)	(15)	(14)	(13)	(13)

Saving throws: Dex +7 Int +5

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Goblin, and one ancient language

Challenge rating: 3 (700 XP)

Alien Mind. The dust goblin chieftain has advantage on saving throws against being charmed or frightened. In addition, it can use an action to read the surface thoughts of one creature within 30 feet. This works like the detect thoughts spell, except it can only read surface thoughts and there is no

limit to the duration. The dust goblin chieftain can end this effect as a bonus action or by using an action to change the target.

Cunning Action. On each of its turns, the dust goblin chieftain can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The dust goblin chieftain deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dust goblin chieftain that isn't incapacitated and the chieftain doesn't have disadvantage on the attack roll.

Twisted. When the dust goblin chieftain attacks a creature from hiding, the target must succeed on a **DC 13 Wisdom** saving throw or be frightened until the end of its next turn.

Actions

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Edjet

Medium humanoid, lawful neutral

Armor class: 14 (chain shirt)

Hit points: 52 (8d8+16)

Speed: walk: 30 ft.

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

Saving throws: Str +6 Con +5

Senses: passive Perception 14

Languages: Common, Draconic

Challenge rating: 3 (700 XP)

Line of Battle. When the dragonborn edjet is within 5 feet of two allies that aren't incapacitated, it has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the dragonborn edjet can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the edjet that isn't incapacitated.

Actions

Multiattack. The dragonborn edjet makes two melee or ranged attacks.

Halberd. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Fire Breath (Recharges after a Short or Long Rest). The dragonborn edjet exhales fire in a 15-foot cone. Each creature in that area must make a **DC 13 Dexterity** saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Elvish Veteran Archer

Medium Humanoid, chaotic good or chaotic neutral

Armor class: 15 (studded leather)

Hit points: 77 (14d8+14)

Speed: walk: 30 ft.

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

Senses: passive Perception 15

Languages: Common, Elvish

Challenge rating: 3 (700 XP)

Beast Hunter. The elvish veteran archer has advantage on Wisdom (Survival) checks to track beasts and on Intelligence (Nature) checks to recall information about beasts.

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

Keen Hearing and Sight. The elvish veteran archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. The elvish veteran archer's weapon attacks are magical.

Stealthy Traveler. The elvish veteran archer can use Stealth while traveling at a normal pace.

Surprise Attack. If the elvish veteran archer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The elvish veteran archer makes two melee attacks or three ranged attacks.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Volley (Recharge 6). The elvish archer makes one ranged attack against every enemy within 10 feet of a point it can see.

Source: *Tome of Beasts OGL*

Fang of the Great Wolf

Large monstrosity, neutral evil

Armor class: 14 (natural armor)

Hit points: 65 (10d10+10)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-1	+1	-1
(16)	(13)	(13)	(9)	(13)	(8)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Common, Goblin, Worg

Challenge rating: 3 (700 XP)

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) if the worg isn't already grappling a creature. Until this grapple ends, the target is restrained and the worg can't bite another target.

Might of the Great Wolf (Recharges after a Short or Long Rest). The fang of the Great Wolf grows in size. This works like the enlarge/reduce spell, except the worg can only enlarge and it lasts for 1 minute. While enlarged, the fang of the Great Wolf

gains the following action: Swallow. The worg 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 worg, and it takes 10 (3d6) acid damage at the start of each of the worg's turns. The worg can have only one creature swallowed at a time.

If the worg takes 10 damage or more on a single turn from the swallowed creature, the worg must succeed on a **DC 11 Constitution** saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the worg. The creature is automatically regurgitated when the worg is no longer enlarged. If the worg dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Source: *Creature Codex OGL*

Far Darrig

Small fey, neutral

Armor class: 14 (hide armor)

Hit points: 104 (16d6 + 48)

Speed: walk: 20 ft.

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

Saving throws: Dex +5 Con +7 Cha +7

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Elvish, Sylvan

Challenge rating: 3 (700 XP)

Innate Spellcasting. the far darrig's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

constant: magic weapon (antler glaive only), speak with animals

at will: calm emotions, charm animal (as charm person but affects beasts only), cure wounds, detect poison and disease, water breathing, water walk

3/day each: barkskin, conjure woodland beings, hold animal (as hold person but affects beasts only), jump, longstrider

1/day each: commune with nature, freedom of movement, nondetection, tree stride

Actions

Multiattack. The far darrig makes four antler glaive attacks.

Antler Glaive. Melee Weapon Attack: +4 to hit, reach 5 ft. or 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage and the target must make a successful **DC 13 Strength** saving throw or either be disarmed or fall prone; the attacking far darrig chooses which effect occurs.

Enchanted Glaive Maneuvers. A far darrig can magically extend or shrink its antler glaive as a bonus action to give it either a 10-foot or 5-foot reach.

Source: *Tome of Beasts OGL*

Far Wanderer

Medium aberration, neutral

Armor class: 14

Hit points: 88 (16d8+16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+1	+3	0	0
(14)	(18)	(12)	(17)	(11)	(10)

Saving throws: Dex +6

Condition immunities: exhaustion, poisoned

Senses: darkvision 120 ft., passive

Flame Dragon Wyrmling

Perception 12

Languages: Common, Elvish, Sylvan

Challenge rating: 3 (700 XP)

Trader. The far wanderer understands the literal meaning of any spoken or written language it hears or reads. In addition, it can use an action to read the surface thoughts of one creature within 30 feet. This works like the detect thoughts spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target.

Traveler. As a bonus action, the far wanderer folds the fabric of reality to teleport itself to an unoccupied space it can see within 30 feet. A brief shimmer of starlight appears at the origin and destination.

Actions

Stardust Blade. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 11 (2d8 + 2) slashing damage and 2 (1d4) cold damage.

Stardust bow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 13 (2d8 + 4) piercing damage and 2 (1d4) cold damage.

Call to Yorama (1/Day). The far wanderer channels the energy of the living god-star Yorama. One creature the far wanderer can see within 60 feet must make a **DC 13 Wisdom** saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw is stunned until the end of its turn.

Alternately, the far wanderer can instead restore 14 (4d6) hp to one willing creature it can see within 60 feet.

Source: *Creature Codex OGL*

Flame Dragon Wyrmling

Medium dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 52 (8d8 + 16)

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

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

Saving throws: Dex +4 Con +4 Wis +3 Cha +5

Damage immunities: fire

Senses: passive Perception 1

Languages: Common, Draconic, Ignan

Challenge rating: 3 (700 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d10+1) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 10-foot cone. Each creature in that area takes 24 (7d6) fire damage, or half damage with a successful **DC 12 Dexterity** saving throw.

Source: *Tome of Beasts OGL*

Ghast of Leng

Large aberration, neutral evil

Armor class: 14 (natural armor)

Hit points: 127 (17d10+34)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	-3	-1	-2
(15)	(17)	(14)	(4)	(9)	(6)

Saving throws: Con +4 Wis +1

Senses: darkvision 120 ft., passive Perception 11

Languages: Void Speech

Challenge rating: 3 (700 XP)

Blood Frenzy. The ghast of Leng has advantage on melee attack rolls against any creature that doesn't have all its hp.

Keen Smell. The ghost of Leng has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Hypersensitivity. The ghost of Leng takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

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

Source: *Creature Codex OGL*

Ghost Boar

Large monstrosity, unaligned

Armor class: 13 (natural armor)
Hit points: 68 (8d10+24)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-2	+1	-2
(18)	(10)	(16)	(7)	(12)	(7)

Senses: darkvision 60 ft., passive Perception 11

Languages: understands Common but can't speak it

Challenge rating: 3 (700 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a **DC 14 Strength** saving throw or be knocked prone.

Incorporeal Jaunt. When the ghost boar moves, it becomes temporarily incorporeal. It can move through creatures and objects as if they were difficult terrain.

It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object.

Relentless (Recharges after a Short or Long Rest). If the boar takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Actions

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

Source: *Creature Codex OGL*

Ghoul, Darakhul

Medium undead, neutral evil

Armor class: 16 (scale mail; 18 with shield)
Hit points: 78 (12d8 + 24)
Speed: walk: 30 ft.

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

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Darakhul

Challenge rating: 3 (700 XP)

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must make a successful **DC 12 Constitution** saving throw or be poisoned until the start of its next turn. A successful saving throw makes the creature immune to the darakhul's stench for 24 hours. A darakhul using this ability can't also benefit from Master of Disguise.

Sunlight Sensitivity. The darakhul has disadvantage on Wisdom (Perception) checks that rely on sight and on attack rolls while it, the object it is trying to see or attack in direct sunlight.

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Darakhul Fever. spread mainly through bite wounds, this rare disease makes itself known within 24 hours by swiftly debilitating the infected. A creature so afflicted must make a **DC 17 Constitution** saving throw after every long rest. On a failed save the victim takes 14 (4d6) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction can't be removed until the victim recovers from darakhul fever, and even then only by greater restoration or similar magic. The victim recovers from the disease by making successful saving throws on two consecutive days. Greater restoration cures the disease; lesser restoration allows the victim to make the daily Constitution check with advantage. Primarily spread among humanoids, the disease can affect ogres, and therefore other giants may be susceptible. If the infected creature dies while infected with darakhul fever, roll **1d20**, add the character's current Constitution modifier, and find the result on the Adjustment Table to determine what undead form the victim's body rises in. Adjustment Table Roll Result:

1-9 None; victim is simply dead

10-16 Ghoul

17-20 Ghast

21+ Darakhul

Actions

Multiattack. The darakhul bites once, claws once, and makes one war pick attack. Using a shield limits the darakhul to

making either its claw or war pick attack, but not both.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage, and if the target creature is humanoid it must succeed on a **DC 11 Constitution** saving throw or contract darakhul fever.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must make a successful **DC 12 Constitution** saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid creature is paralyzed for 2 or more rounds (the victim fails at least 2 saving throws), consecutive or nonconsecutive, the creature contracts darakhul fever.

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

Source: *Tome of Beasts OGL*

Ghoulsteed

Large undead, neutral evil

Armor class: 13 (natural armor)
Hit points: 85 (10d10+30)
Speed: walk: 30 ft.

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

Damage immunities: poison
Condition immunities: poisoned
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Darakhul
Challenge rating: 3 (700 XP)

Pounce. If the ghousteed moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn,

that target must succeed on a DC 14 **Strength** saving throw or be knocked prone. If the target is prone, the ghousteed can make one bite attack against it as a bonus action.

Sprint (3/Day). When the ghousteed uses the Dash action, it can Dash again as a bonus action.

Undead Fortitude. If damage reduces the ghousteed to 0 hp, it makes a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ghousteed drops to 1 hp instead.

Actions

Multiattack. A ghousteed makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage and the ghousteed gains 5 (1d10) temporary hp. These temporary hp stack with each other, but the ghousteed can only have a maximum of 10 temporary hp at one time.

Source: *Creature Codex OGL*

Giant Albino Bat

Huge monstrosity, neutral evil

Armor class: 15 (natural armor)

Hit points: 76 (9d12+18)

Speed: fly: 80 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	-2	+2	-2
(19)	(16)	(15)	(7)	(14)	(6)

Senses: blindsight 60 ft., passive Perception 11

Languages: Abyssal, understands Common but can't speak it

Challenge rating: 3 (700 XP)

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

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

Actions

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

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bat can't use its claws against another target.

Source: *Creature Codex OGL*

Giant Scorpion

Large beast, unaligned

Armor class: 15 (natural armor)

Hit points: 52 (7d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	-5	-1	-4
(15)	(13)	(15)	(1)	(9)	(3)

Senses: blindsight 60 ft., passive

Perception 9

Challenge rating: 3 (700 XP)

Actions

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

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

Gloomflower

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a **DC 12 Constitution** saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Gloomflower

Tiny plant, unaligned

Armor class: 12 (natural armor)

Hit points: 44 (8d4+24)

Speed: walk: 10 ft.

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

Condition immunities: blinded, deafened, frightened

Senses: blindsight 120 ft. passive Perception 8

Languages: understands all languages known by creatures within 120 feet, but can't speak, telepathy 120 ft.

Challenge rating: 3 (700 XP)

Blur. Creatures have disadvantage on attack rolls against the gloomflower. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Psychic Scream. Whenever the gloomflower takes damage, each creature within 10 feet of the gloomflower must succeed on a **DC 14 Wisdom** saving throw or take 7 (2d6) psychic damage.

Actions

Multiattack. The gloomflower makes two psychic strike attacks.

Psychic Strike. Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 10 (3d6) psychic damage.

Corrupting Visions (Recharge 5-6). Each creature of the gloomflower's choice that is within 60 feet of the gloomflower and aware of it must make a **DC 14 Wisdom** saving throw. On a failure, a creature is bombarded with visions of its fears and anxieties for 1 minute. While bombarded, it takes 7 (2d6) psychic damage at the start of each of its turns and must spend its action to make one melee attack against a creature within 5 feet of it, other than the gloomflower or itself. If the creature can't make a melee attack, it takes the Dodge action. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, a creature is incapacitated by hallucinations until the end of its next turn but isn't bombarded with visions of its fears and anxieties.

A creature that is reduced to 0 hp by this psychic damage falls unconscious and is stable. When that creature regains consciousness, it suffers permanent hallucinations and has disadvantage on ability checks until cured by a remove curse spell or similar magic.

Source: *Creature Codex OGL*

Gnoll Havoc Runner

Medium humanoid, chaotic evil

Armor class: 15 (chain shirt)

Hit points: 58 (9d8 + 18)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-1	+1	-1
(16)	(14)	(14)	(8)	(12)	(9)

Senses: darkvision 60 ft., passive Perception 15

Languages: Gnoll

Challenge rating: 3 (700 XP)

Harrying Attacks. If the gnoll attacks two creatures in the same turn, the first target has disadvantage on attack rolls until the end of its next turn.

Lightning Lope. The gnoll can Dash or Disengage as a bonus action.

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

Actions

Multiattack. The gnoll makes one bite attack and two battleaxe attacks.

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

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

Source: *Tome of Beasts OGL*

Gnoll Slaver

Medium humanoid, chaotic evil

Armor class: 15 (chain shirt)

Hit points: 71 (11d8+22)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+1	0	+1
(18)	(15)	(14)	(12)	(11)	(12)

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Gnoll

Challenge rating: 3 (700 XP)

Rampage. When the gnoll reduces a creature to 0 hp with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its whip or three with its longbow.

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

Whip. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 6 (1d4 + 4) slashing damage.

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

Menace Captives (Recharge 5-6). The gnoll selects up to three creatures it has taken captive within 30 feet. Each creature must succeed on a DC 15 **Wisdom** saving throw or have disadvantage for 1 minute on any attack rolls or skill checks to take actions other than those the gnoll has ordered it to take.

Source: *Creature Codex OGL*

Goat-Man

Medium monstrosity, chaotic evil

Armor class: 14 (natural armor)

Hit points: 65 (10d8 + 20)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	0	+1	-1
(19)	(14)	(14)	(10)	(13)	(8)

Saving throws: Dex +4

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Giant, Trollkin, but cannot speak

Challenge rating: 3 (700 XP)

Headbutt. If the goat-man moves at least 10 feet straight toward a creature and then hits it with a slam attack on the same turn, the target must succeed on a DC 14 **Strength** saving throw or be knocked prone and stunned for 1 round. If the target is prone, the goat-man can make

Gold Dragon Wyrmling

one bite attack against it immediately as a bonus action.

Actions

Multiattack. The goat-man makes one bite attack and one slam attack.

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

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

Source: *Tome of Beasts OGL*

Gold Dragon Wyrmling

Medium dragon, lawful good

Armor class: 17 (natural armor)

Hit points: 60 (8d8 + 24)

Speed: walk: 30 ft., fly: 60 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+2	0	+3
(19)	(14)	(17)	(14)	(11)	(16)

Saving throws: Dex +4 Con +5 Wis +2 Cha +5

Damage immunities: fire

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

Languages: Draconic

Challenge rating: 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Fire Breath.** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving

throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. **Weakening Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

Green Hag

Medium fey, neutral evil

Armor class: 17 (natural armor)

Hit points: 82 (11d8 + 33)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+1	+2	+2
(18)	(12)	(16)	(13)	(14)	(14)

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Draconic, Sylvan

Challenge rating: 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of

hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power. A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours. A hag coven can have only one hag eye at a time, and creating a new one

requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Actions

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

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)** check to discern that the hag is disguised.

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). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Source: Systems Reference Document

Hell Hound

Medium fiend, lawful evil

Armor class: 15 (natural armor)

Hit points: 45 (7d8 + 14)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	+1 (12)	+2 (14)	-2 (6)	+1 (13)	-2 (6)

Imy-Ut Ushabti

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 15

Languages: understands Infernal but can't speak it

Challenge rating: 3 (700 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a **DC 12 Dexterity** saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Imy-Ut Ushabti

Medium monstrosity, neutral

Armor class: 15 (chain shirt)

Hit points: 97 (15d8 + 30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-2	0	-3
(17)	(14)	(15)	(6)	(10)	(5)

Saving throws: Wis +2

Condition immunities: exhaustion, frightened

Senses: darkvision 60 ft., passive Perception 10

Languages: Common (Ancient Nurian)

Challenge rating: 3 (700 XP)

Regeneration. The imy-ut ushabti regains 5 hit points at the start of its turn if it has at least 1 hit point.

Rent wrappings. A creature that touches or deals slashing or piercing damage to an imy-ut ushabti while within 5 feet of the creature shreds its delicate linen wrappings, releasing a flurry of skittering scarabs. The attacking creature must make a **DC 12 Dexterity** saving throw to avoid them. On a failure, these beetles flow onto the attacker and deal 3 (1d6) piercing damage to it at the start of each of its turns. A creature can remove beetles from itself or from another affected creature within reach by using an action and making a successful **DC 12 Dexterity** saving throw. The beetles are also destroyed if the affected creature takes damage from an area effect.

Actions

Ceremonial Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) slashing damage, and the target must make a successful **DC 13 Constitution** saving throw or take 5 (2d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vomit Swarm (1/Day). The imy-ut ushabti parts its wrappings voluntarily and releases a swarm of scarab beetles that follow its mental commands. The statistics of this swarm are identical to a swarm of insects, but with the following attack instead of a swarm of insects' standard bite attack:

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one creature. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer, and the target must make a successful **DC 13 Constitution** saving throw or take 5 (2d4) poison damage at the start of each of its turns. A poisoned creature repeats the saving throw at the

end of each of its turns, ending the effect on itself on a success.

Source: Tome of Beasts OGL

Jaculus

Small dragon, neutral evil

Armor class: 18 (natural armor)
Hit points: 65 (10d6 + 30)
Speed: walk: 20 ft., climb: 20 ft., fly: 10 ft.

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

Saving throws: Str +4 Dex +6 Con +5 Wis +3 Cha +3

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: Common, Draconic

Challenge rating: 3 (700 XP)

Spearhead. If the jaculus moves at least 10 feet straight toward a target and hits that target with a jaws attack on the same turn, the jaws attack does an extra 4 (1d8) piercing damage.

Actions

Multiattack. The jaculus makes one jaws attack and one claws attack.

Jaws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 2) piercing damage.

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

Source: Tome of Beasts OGL

J'ba Fofi Spider

Large beast, unaligned

Armor class: 18 (natural armor)
Hit points: 75 (10d10 + 20)
Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+2	-3	+1	-2
(17)	(17)	(15)	(4)	(13)	(6)

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 11

Challenge rating: 3 (700 XP)

Jungle Stealth. The j'ba fofi spider gains an additional +2 to Stealth (+7 in total) in forest or jungle terrain.

Camouflaged Webs. It takes a successful DC 15 Wisdom (Perception) check to spot the j'ba fofi's web. A creature that fails to notice a web and comes into contact with it is restrained by the web. A restrained creature can pull free from the web by using an action and making a successful DC 12 Strength check. The web can be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning, poison, and psychic damage).

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

Spider Symbiosis. No ordinary spider will attack the j'ba fofi unless magically controlled or the j'ba fofi attacks it first. In addition, every j'ba fofi is accompanied by a swarm of spiders (a variant of the swarm of insects), which moves and attacks according to the j'ba fofi's mental command (commanding the swarm does not require an action by the j'ba fofi).

Web Sense. While in contact with a web, the j'ba fofi knows the exact location of any other creature in contact with the same web.

Web Walker. The j'ba fofi ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10 + 3) piercing

Keg Golem

damage plus 22 (5d8) poison damage, or half as much poison damage with a successful DC 12 Constitution saving throw. A target dropped to 0 hit points by this attack is stable but poisoned and paralyzed for 1 hour, even after regaining hit points.

Source: *Tome of Beasts OGL*

Keg Golem

Medium construct, unaligned

Armor class: 11 (natural armor)

Hit points: 45 (6d8+18)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	-1	-2	-4
(16)	(10)	(16)	(8)	(7)	(3)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 8

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

Challenge rating: 3 (700 XP)

Empty Keg. A keg golem holds 20 gallons of ale. If it runs out of ale or empties itself from ale blast, the golem's speed is reduced to 0 and it has disadvantage on all attack rolls until it is refilled with at least 1 gallon of ale.

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

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

Rolling Charge. If the keg golem moves at least 15 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 13 Dexterity saving throw or be knocked

prone. If the target is prone, the keg golem can make one slam attack against it as a bonus action.

Actions

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

Ale Blast (Recharge 5-6). The keg golem shoots a 1 gallon jet of ale in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failure, a target takes 9 (2d8) poison damage and is poisoned for 1 minute. On a success, a target takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Killer Whale

Huge beast, unaligned

Armor class: 12 (natural armor)

Hit points: 90 (12d12)

Speed: swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+1	-4	+1	-2
(19)	(10)	(13)	(3)	(12)	(7)

Senses: blindsight 120 ft., passive

Perception 13

Challenge rating: 3 (700 XP)

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

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

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

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage.

Source: Systems Reference Document

Kinnara

Medium celestial, lawful good

Armor class: 14 (natural armor)

Hit points: 65 (10d8+20)

Speed: fly: 50 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+1	+3	+4
(12)	(15)	(14)	(13)	(16)	(19)

Saving throws: Wis +5 Cha +6

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 60 ft., passive Perception 13

Languages: all, telepathy 60 ft.

Challenge rating: 3 (700 XP)

Angelic Weapons. The kinnara's weapon attacks are magical. When the kinnara hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Eternal Lovers. The kinnara shares a powerful bond with its partner and can't be turned against its partner by magical or non-magical means.

Innate Spellcasting. The kinnara's spellcasting ability is Charisma (spell save DC 14). The kinnara can innately cast the following spells, requiring no material components: At will: detect good and evil, guidance, light, spare the dying 3/day each: charm person, sleep, healing word 1/day each: calm emotions, enthrall, hold person

Actions

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

piercing damage plus 9 (2d8) radiant damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 9 (2d8) radiant damage.

Discordant Refrain (Recharge 5-6). The kinnara plays a series of jarring notes on its musical instrument. Each non-celestial creature within 60 feet who can hear the sound must make a DC 14 **Wisdom** saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage but isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: Creature Codex OGL

Knight

Medium humanoid, any alignment

Armor class: 18 (plate)

Hit points: 52 (8d8)

Speed: walk: 30 ft.

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

Saving throws: Con +4 Wis +2

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge rating: 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

Korrigan

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Source: *Systems Reference Document*

Korrigan

Small fey, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 66 (12d6+24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	0	+2	+3
(11)	(16)	(14)	(10)	(14)	(17)

Condition immunities: charmed, exhaustion

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Gnomish, Sylvan

Challenge rating: 3 (700 XP)

Ungodly Resistance. The korrigan has advantage on saving throws against spells or other magical effects cast or created by a cleric or paladin.

Innate Spellcasting. The korrigan's innate spellcasting ability is Charisma (spell save DC 13). The korrigan can innately cast the following spells, requiring no material components: 3/day each: charm person, enthrall, hideous laughter, misty step 1/day: divination

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Deadly Breath (Recharge 4-6). The korrigan targets one creature within 5 feet and exhales its foul breath. The creature must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Enchanting Revels (1/Day at Dusk or Night Only). The korrigan sings a magical melody and dances. Each humanoid within 60 feet of the korrigan that can hear the revels must succeed on a DC 13 Wisdom saving throw or be charmed until the revels end. For every korrigan that joins in the revels, the save DC increases by 1 (maximum DC 19).

Each korrigan participating in the revels must take a bonus action on its subsequent turns to continue singing and must use its move action to move at least 5 feet to continue dancing. It can keep singing and dancing for up to 1 minute as long as it maintains concentration. The song ends if all of the korrigan lose concentration or stop singing and dancing.

A charmed target is incapacitated and begins to dance and caper for the duration of the revels. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Enchanting Revels of the same band of korrigan for the next 24 hours.

Source: *Creature Codex OGL*

Mahoru

Large monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 91 (14d8 + 28)

Speed: walk: 10 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+2	-4	+1	-2
(18)	(19)	(14)	(3)	(12)	(7)

Senses: darkvision 60 ft., passive Perception 13

Languages: -

Challenge rating: 3 (700 XP)

Amphibious. The mahoru can breathe air and water.

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

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

Blood Frenzy. The mahoru has advantage on melee attack rolls against any creature that isn't at maximum hit points.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) slashing damage.

Roar. When a mahoru roars all creatures with hearing within 30 feet of it must succeed on a **DC 14 Wisdom** saving throw or become frightened until the end of the mahoru's next turn. If the target fails the saving throw by 5 or more, it's also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Roar of all mahoru for the next 24 hours.

Vorpal Bite. a mahoru's saw-like jaws are excel at dismembering prey. When the mahoru scores a critical hit, the target must succeed on a **DC 14 Strength** saving throw or lose an appendage. Roll on the following table for the result:

1-2: right hand

3-4: left hand

5-6: right food

7-8: left foot

9: right forearm

10: left forearm

11: right lower leg

12: left lower leg

Source: Tome of Beasts OGL

Manticore

Large monstrosity, lawful evil

Armor class: 14 (natural armor)

Hit points: 68 (8d10 + 24)

Speed: walk: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	-2	+1	-1
(17)	(16)	(17)	(7)	(12)	(8)

Senses: darkvision 60 ft., passive

Perception 11

Challenge rating: 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Source: Systems Reference Document

Mbielu*Huge beast, unaligned*

Armor class: 15 (natural armor)

Hit points: 95 (10d12 + 30)

Speed: walk: 30 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-4	+1	-2
(19)	(14)	(16)	(2)	(12)	(6)

Senses: passive Perception 8

Languages: -

Challenge rating: 3 (700 XP)

Toxic Skin. A creature that touches the mbielu or hits it with a melee attack exposes itself to the mbielu's poisonous skin. The creature must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a **DC 14 Strength** saving throw or be knocked prone.

*Source: Tome of Beasts OGL***Megapede***Large monstrosity, unaligned*

Armor class: 15 (natural armor)

Hit points: 75 (10d10+20)

Speed: climb: 40 ft., walk: 40 ft.

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

Damage immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft.,

passive Perception 8

Challenge rating: 3 (700 XP)

Metal Sense. The megapede can sense any metal within 600 feet of it. It knows the direction to the metal and can identify the specific type of metal within the area.

Actions

Multiattack. The megapede makes one stinger attack and one bite attack. It can use its Consume Metal in place of its bite attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the megapede has advantage on attacks against the grappled target, and it can't make bite attacks against another target.

Stinger. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage and the target must make a **DC 13 Constitution** saving throw or become poisoned for 1 minute.

Consume Metal. The megapede consumes one unattended Medium or smaller metal object or attempts to consume a metal object worn or held by the creature it is grappling. The grappled creature must succeed on a **DC 13 Strength** saving throw or the object is consumed. If the object is a magic item, the creature has advantage on the saving throw. Magic items consumed by the megapede stay intact in its stomach for 1d4 hours before they are destroyed.

Acid Spray (Recharge 6). The megapede spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a **DC 13 Dexterity** saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Millitaur

Large monstrosity, neutral

Armor class: 14 (natural armor)
 Hit points: 85 (10d10 + 30)
 Speed: walk: 40 ft., burrow: 20 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+2 (14)	+3 (16)	-1 (8)	+1 (12)	0 (10)

Condition immunities: prone
Senses: darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages: Common
Challenge rating: 3 (700 XP)

Actions

Multiattack. The millitaur makes two handaxe attacks.

Handaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 2 (1d4) poison damage.

Source: Tome of Beasts OGL

Mindrot Thrall

Medium plant, neutral

Armor class: 15 (natural armor)
 Hit points: 82 (11d8 + 33)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (15)	+2 (14)	+3 (17)	0 (11)	+2 (14)	-2 (6)

Saving throws: Con +5
Damage immunities: acid, poison
Condition immunities: charmed, frightened, poisoned
Senses: tremorsense 30 ft., passive Perception 12
Languages: understands Common but

cannot speak
Challenge rating: 3 (700 XP)

Fungal Aura. A creature that starts its turn within 5 feet of a mindrot thrall must succeed on a **DC 13 Constitution** saving throw or become infected with mindrot spores.

Actions

Multiattack. The mindrot thrall makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Acid Breath (Recharge 4-6). The thrall exhales a blast of acidic spores from its rotten lungs in a 15-foot cone. Each creature in that area takes 36 (8d8) acid damage, or half damage with a successful **DC 13 Dexterity** saving throw. If the saving throw fails, the creature is also infected with mindrot spores.

Mindrot Spores. Infection occurs when mindrot spores are inhaled or swallowed. Infected creatures must make a **DC 13 Constitution** saving throw at the end of every long rest; nothing happens if the saving throw succeeds, but if it fails, the creature takes 9 (2d8) acid damage and its hit point maximum is reduced by the same amount. The infection ends when the character makes successful saving throws after two consecutive long rests, or receives the benefits of a lesser restoration spell or comparable magic. A creature slain by this disease becomes a mindrot thrall after 24 hours unless the corpse is destroyed.

Source: Tome of Beasts OGL

Minotaur

Large monstrosity, chaotic evil

Armor class: 14 (natural armor)
 Hit points: 76 (9d10 + 27)
 Speed: walk: 40 ft.

Mirager

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-2	+3	-1
(18)	(11)	(16)	(6)	(16)	(9)

Senses: darkvision 60 ft., passive Perception 17

Languages: Abyssal

Challenge rating: 3 (700 XP)

Charge. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a **DC 14 Strength** saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

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

Source: Systems Reference Document

Mirager

Medium fey, neutral evil

Armor class: 13

Hit points: 78 (12d8 + 24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	0	+2	+5
(12)	(16)	(14)	(10)	(14)	(20)

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Sylvan

Challenge rating: 3 (700 XP)

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

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

3/day: charm person

1/day each: hallucinatory terrain, suggestion

Enthralling Mirage. When the mirager casts hallucinatory terrain, the area appears so lush and inviting that those who view it feel compelled to visit. Any creature that approaches within 120 feet of the terrain must make a **DC 15 Wisdom** saving throw. Those that fail are affected as by the enthrall spell with the mirager as the caster; they give the mirage their undivided attention, wanting only to explore it, marvel at its beauty, and rest there for an hour. The mirager can choose to have creatures focus their attention on it instead of the hallucinatory terrain. Creatures affected by the enthrall effect automatically fail saving throws to disbelieve the hallucinatory terrain. This effect ends if the hallucinatory terrain is dispelled.

Actions

Multiattack. The mirager makes two slam attacks.

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

Thirst Kiss. The mirager feeds on the body moisture of creatures it lures into kissing it. A creature must be charmed, grappled, or incapacitated to be kissed. A kiss hits automatically, does 21 (6d6) necrotic damage, and fills the mirager with an exultant rush of euphoria that has the same effect as a heroism spell lasting 1 minute. The creature that was kissed doesn't notice that it took damage from the kiss unless it makes a successful DC 16 **Wisdom** (Perception) check.

Captivating Dance (Recharges after a Short or Long Rest, Humanoid Form Only). The mirager performs a sinuously swaying dance. Humanoids within 20 feet that view this dance must make a successful DC 16 **Wisdom** saving throw or be stunned for 1d4 rounds and charmed by the mirager for 1 minute. Humanoids of all races and genders have disadvantage on this saving throw. A creature that saves successfully is immune to this mirager's dance for the next 24 hours.

Source: *Tome of Beasts OGL*

Mold Zombie

Medium undead, chaotic evil

Armor class: 13 (natural armor)

Hit points: 75 (10d8+30)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+3	-4	-2	-3
(17)	(8)	(16)	(3)	(6)	(5)

Saving throws: Str +5 Wis +0

Damage immunities: necrotic, poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 8

Challenge rating: 3 (700 XP)

Spore Death. When the zombie is reduced to 0 hp and doesn't survive with its Undead Fortitude, it explodes in a cloud of spores. Each creature within 5 feet of the

zombie must succeed on a DC 13 **Constitution** saving throw or take 9 (2d8) necrotic damage and contract iumenta pox (see Iumenta Pox sidebar).

Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Actions

Multiattack. The zombie makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Plague Breath (Recharge 6). The zombie breathes a cloud of spores in 15-foot cone. Each creature in that area must succeed on a DC 13 **Constitution** saving throw or take 10 (3d6) necrotic damage and contract iumenta pox (see Iumenta Pox sidebar).

Source: *Creature Codex OGL*

Monolith Footman

Large construct, unaligned

Armor class: 14 (natural armor)

Hit points: 60 (8d10 + 16)

Speed: walk: 40 ft.

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

Damage immunities: poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 10

Mummy

Languages: Elvish, Umbral
Challenge rating: 3 (700 XP)

Blatant Dismissal. While in the courts or castles of the fey, a monolith footman that scores a successful hit with its longsword can try to force the substitution of the target with a shadow double. The target must succeed at a **DC 10 Charisma** saving throw or become invisible, silent, and paralyzed, while an illusory version of itself remains visible and audible and under the monolith footman's control, shouting for a retreat or the like. Outside fey locales, this ability does not function.

Fey Flame. The ritual powering a monolith footman grants it an inner flame that it can use to enhance its weapon or its fists with additional fire or cold damage, depending on the construct's needs.

Simple Construction. Monolith footmen are designed with a delicate fey construction. They burst into pieces and are destroyed when they receive a critical hit.

Actions

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 9 (2d8) cold or fire damage.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) cold or fire damage.

Source: Tome of Beasts OGL

Mummy

Medium undead, lawful evil

Armor class: 11 (natural armor)
Hit points: 58 (9d8 + 18)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	-2	0	+1
(16)	(8)	(15)	(6)	(10)	(12)

Saving throws: Wis +2

Damage immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: necrotic, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: the languages it knew in life
Challenge rating: 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a **DC 12 Constitution** saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a **DC 11 Wisdom** saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Source: Systems Reference Document

Night Scorpion

Large beast, unaligned

Armor class: 14 (natural armor)
Hit points: 90 (12d10 + 24)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	-5	-1	-4
(15)	(14)	(14)	(1)	(9)	(3)

Senses: blindsight 60 ft., passive Perception 9

Languages: -

Challenge rating: 3 (700 XP)

Actions

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target takes 7 (2d6) poison damage and is blinded for 1d3 hours; a successful DC 12 Constitution saving throw reduces damage by half and prevents blindness. If the target fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source: Tome of Beasts OGL

Nightmare

Large fiend, neutral evil

Armor class: 13 (natural armor)
Hit points: 68 (8d10 + 24)
Speed: walk: 60 ft., fly: 90 ft.

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

Damage immunities: fire

Senses: passive Perception 11

Languages: understands Abyssal, Common, and Infernal but can't speak

Challenge rating: 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

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

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Source: Systems Reference Document

Orthrus

Medium monstrosity, lawful neutral

Armor class: 13
Hit points: 60 (8d8+24)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	-1	+1	-2
(15)	(16)	(16)	(8)	(12)	(7)

Saving throws: Wis +3

Senses: darkvision 120 ft., passive Perception 15

Languages: understands Common but can't speak

Challenge rating: 3 (700 XP)

Owlbear

Three-Headed. The orthrus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

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

Actions

Multiattack. The orthrus makes three bite attacks: two with its canine heads and one with its snake head. If the orthrus bites the same creature with both of its canine heads in the same round, that creature must succeed on a **DC 12 Strength** saving throw or be knocked prone.

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

Bite (Snake Head). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (**1d4 + 3**) piercing damage, and the target must make a **DC 12 Constitution** saving throw. On a failed save, it takes 14 (**4d6**) poison damage and is poisoned for 1 minute. On a success, it takes half the damage and isn't poisoned.

Source: *Creature Codex OGL*

Owlbear

Large monstrosity, unaligned

Armor class: 13 (natural armor)

Hit points: 59 (**7d10 + 21**)

Speed: walk: 40 ft.

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

Senses: darkvision 60 ft., passive Perception 13

Challenge rating: 3 (700 XP)

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

Actions

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

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

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

Source: *Systems Reference Document*

Paper Golem Swarm

Medium constructs, unaligned

Armor class: 13

Hit points: 55 (**10d8+10**)

Speed: fly: 30 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	-4	-2	-4
(8)	(16)	(12)	(3)	(7)	(3)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses: darkvision 30 ft., passive perception 8

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

Challenge rating: 3 (700 XP)

False Appearance. While the paper golem swarm remains motionless, it is indistinguishable from ordinary sheets of paper.

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

Ink Blot (Recharge 4-6). As a bonus action, the paper golem applies ink to itself. The next time it hits a creature with a paper cut attack or whirlwind action, the creature must make a **DC 13 Constitution** saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

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

Swarm. The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a piece of paper. The swarm can't regain hp or gain temporary hp.

Actions

Paper Cut. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half of its hp or fewer.

Whirlwind (Recharge 5-6). The air is momentarily filled with paper golems. Each creature within 5 feet of the swarm must make a **DC 13 Dexterity** saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Peluda Drake

Large dragon, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 68 (8d10+24)

Speed: burrow: 20 ft., walk: 30 ft.

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

Saving throws: Dex +4 Con +5

Senses: darkvision 120 ft., passive Perception 14

Languages: Draconic

Challenge rating: 3 (700 XP)

Quill Regrowth. The peluda has 24 large, spiny quills and dozens of smaller ones. It uses a large quill every time it makes a quill attack or a creature is successfully damaged by its Spiky Hide. Used quills regrow when it finishes a long rest.

Spiky Hide. A creature that touches the peluda or hits it with a melee attack while within 5 feet of it must succeed on a **DC 13 Dexterity** saving throw or take 4 (1d8) piercing damage and 3 (1d6) poison damage.

Actions

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

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

Quill. Ranged Weapon Attack: +5 to hit, range 20/80 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

Breath Weapons (Recharge 5-6). The peluda uses one of the following breath weapons: Steam Breath. The drake exhales scalding steam in a 15-foot cone. Each creature in that area must make a **DC 13 Constitution** saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. Acid Breath. The drake exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a **DC 13 Dexterity** saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Phase Spider*Large monstrosity, unaligned*

Armor class: 13 (natural armor)

Hit points: 32 (5d10)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-2	0	-2
(15)	(15)	(12)	(6)	(10)	(6)

Senses: darkvision 60 ft., passive

Perception 10

Challenge rating: 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a **DC 11 Constitution** saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

*Source: Systems Reference Document***Pishacha***Medium fiend, chaotic evil*

Armor class: 13 (natural armor)

Hit points: 55 (10d8+10)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	0	+3	-2
(16)	(14)	(13)	(10)	(16)	(7)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60ft., passive

Perception 15

Languages: Abyssal, Common, Darakhul; telepathy 60 ft.

Challenge rating: 3 (700 XP)

Shapechanger. The pishacha can use its action to polymorph into a tiger or a wolf, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The pishacha makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Demonic Possession (Recharge 6). One humanoid that the pishacha can see within 5 feet of it must succeed on a **DC 13 Wisdom** saving throw or be possessed by the pishacha; the pishacha then disappears, and the target is incapacitated and loses some control of its body, succumbing to a random short-term madness (see the System Reference Document 5.1) each round for **3d6** rounds. At the end of the **3d6** rounds, the pishacha becomes dormant within the body.

While possessing a victim, the pishacha attempts to seize control of the body again every **1d4** hours. The target must succeed on a **DC 13 Wisdom** saving throw or succumb to another **3d6** round period of

random short-term madness. Even if the target succeeds, it is still possessed. If the target is still possessed at the end of a long rest, it must succeed on a **DC 13 Wisdom** saving throw or gain a long-term madness.

While possessing a victim, the pishacha can't be targeted by any attack, spell, or other effect, except those that can turn or repel fiends, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hp, the pishacha ends it as a bonus action, or the pishacha is turned or forced out by an effect like the dispel evil and good spell. The pishacha can also be forced out if the victim eats a bowl of rice that has been cooked in holy water. When the possession ends, the pishacha reappears in an unoccupied space within 5 feet of the body.

The target is immune to possession by the same pishacha for 24 hours after succeeding on the initial saving throw or after the possession ends.

Invisibility. The pishacha magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Source: *Creature Codex OGL*

Plaresh

Medium fiends, chaotic evil

Armor class: 15 (natural armor)

Hit points: 30 (4d8+12)

Speed: burrow: 30 ft., swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	+3	-2	+1	-4
(2)	(17)	(16)	(6)	(12)	(3)

Damage immunities: poison

Condition immunities: charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses: blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 11

Languages: understands Abyssal but can't speak

Challenge rating: 3 (700 XP)

Grinding Maws. The plaresh can burrow through harder substances such as wood, stone, or even metal. While doing so its burrow speed is reduced to half, and it creates a cluster of bore holes that leaves the material porous and weak. The material has -5 to its AC and half the usual hp.

Magic Resistance. The plaresh has advantage on saving throws against spells and other magical effects.

Swarm. The plaresh can occupy another creature's space and vice versa, and the plaresh can move through any opening large enough for a Tiny worm. The plaresh can't regain hp or gain temporary hp.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a **DC 13 Constitution** saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the target is wearing nonmagical armor, the armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Infest Corpse (Recharges after a Long Rest). The plaresh targets one dead humanoid in its space. The body is destroyed, and a new plaresh rises from the corpse. The newly

Pombero

created plaesh is free-willed but usually joins its creator.

Source: *Creature Codex OGL*

Pombero

Medium fey, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 90 (12d8 + 36)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	-1	0	+2
(17)	(16)	(16)	(8)	(10)	(14)

Senses: darkvision 60 ft., passive

Perception 10

Languages: Sylvan

Challenge rating: 3 (700 XP)

Beast's Voice. The pombero can magically speak with any beast and can perfectly mimic beast sounds.

Twisted Limbs. The pombero can twist and squeeze itself through a space small enough for a Tiny bird to pass through as if it were difficult terrain.

Sneak Attack (1/turn). The pombero does an extra 7 (2d6) damage with a weapon attack when it has advantage on the attack roll, or when the target is within 5 feet of an ally of the pombero that isn't incapacitated and the pombero doesn't have disadvantage on the roll.

Soft Step. The pombero has advantage on Dexterity (Stealth) checks in forest terrain.

Actions

Multiattack. The pombero uses Charming Touch if able, and makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 13).

Charming Touch (recharge 5-6). The pombero chooses a creature it can see within 5 feet. The creature must make a successful DC 12 Wisdom saving throw or be charmed for 10 minutes. The effect ends if the charmed creature takes damage. The pombero can have only one creature at a time charmed with this ability. If it charms a new creature, the previous charm effect ends immediately.

Invisibility. The pombero becomes invisible until it chooses to end the effect as a bonus action, or when it attacks.

Source: *Tome of Beasts OGL*

Preta

Medium undead, neutral evil

Armor class: 13 (natural armor)

Hit points: 75 (10d8+30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	0	+1	+2
(15)	(14)	(16)	(10)	(13)	(15)

Damage immunities: poison

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 13

Languages: the languages it knew in life

Challenge rating: 3 (700 XP)

Ethereal Sight. The preta can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Multiattack. The preta uses its Blood Siphon. It then makes two attacks with its claws.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Blood Siphon. The preta magically draws the blood from a target it can see within 30 feet into its ever-hungry mouth. The target must succeed on a **DC 13 Constitution** saving throw or take 7 (2d6) points of necrotic damage. The preta regains hp equal to half the necrotic damage dealt.

Etherealness. The preta magically enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Hidden Illusionist. The preta turns invisible until it attacks or uses Blood Siphon, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, leaving it traceable only by magic. Any equipment the preta wears or carries is invisible with it. While invisible, the preta can create small illusory sounds and images like the minor illusion spell except it can create either two images, two sounds, or one sound and one image.

Source: *Creature Codex OGL*

Prismatic Beetle Swarm

Medium swarm of Tiny beasts, unaligned

Armor class: 13

Hit points: 38 (7d8 + 7)

Speed: walk: 20 ft., burrow: 5 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	+1	-5	+1	-4
(3)	(16)	(12)	(1)	(13)	(2)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., darkvision 30 ft., passive Perception 13

Languages: -

Challenge rating: 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Glittering Carapace. The glossy, iridescent carapaces of the beetles in the swarm scatter and tint light in a dazzling exhibition of colors. In bright light, a creature within 30 feet that looks at the prismatic beetle swarm must make a successful **DC 13 Wisdom** saving throw or be blinded until the end of its next turn. If the saving throw fails by 5 or more, the target is also knocked unconscious. Unless it's surprised, a creature can avoid the saving throw by choosing to avert its eyes at the start of its turn. A creature that averts its eyes can't see the swarm until the start of its next turn, when it can choose to avert its eyes again. If the creature looks at the swarm in the meantime, it must immediately make the saving throw. The saving throw is made with advantage if the swarm of prismatic beetles is in dim light, and this ability has no effect if the swarm is in darkness.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target also takes 10 (4d4) poison damage and becomes euphoric for 1d4 rounds, or takes half as much poison damage and is not euphoric if it makes a successful **DC 11 Constitution** saving throw. A euphoric creature has disadvantage on saving throws.

Source: *Tome of Beasts OGL*

Purple Slime

Large ooze, unaligned

Ravenfolk Warrior

Armor class: 7

Hit points: 76 (8d10+32)

Speed: climb: 10 ft., swim: 30 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+4	-4	-2	-5
(17)	(8)	(18)	(2)	(6)	(1)

Damage immunities: acid, cold

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 3 (700 XP)

Amorphous. The purple slime can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The purple slime can breathe air and water.

Underwater Camouflage. The purple slime has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The purple slime makes two spike attacks.

Spike. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage and 10 (3d6) poison damage. In addition, the target must succeed on a **DC 14 Constitution** saving throw or its Strength score is reduced by **1d4**. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Source: *Creature Codex OGL*

Ravenfolk Warrior

Medium humanoid, neutral

Armor class: 15 (studded leather armor)

Hit points: 78 (12d8 + 24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	0	+1	0
(12)	(16)	(14)	(10)	(13)	(10)

Saving throws: Dex +5 Wis +3 Cha +2

Senses: darkvision 120 ft., passive

Perception 15

Languages: Common, Feather Speech, Huginn

Challenge rating: 3 (700 XP)

Rune Weapons. Kept keen with runic magic, runespears and runestaves are two-handed weapons that count as magical, though they provide no bonus to attack. Their magic must be renewed each week by a doom croaker or by Odin's own hand.

Mimicry. Ravenfolk warriors can mimic the voices of others with uncanny accuracy.

They have advantage on Charisma (Deception) checks involving audible mimicry.

Actions

Multiattack. A ravenfolk warrior makes two runespear attacks, or two longbow attacks, or one ghost wings attack and one runespear attack. It can substitute one peck attack for any other attack.

Ghost Wings. The ravenfolk warrior furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful **DC 13 Dexterity** saving throw or be blinded until the start of the ravenfolk's next turn.

Longbow. Ranged Weapon Attack. +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Peck. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Radiant Runespear. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 7 (1d12 + 1) piercing damage plus 2 (1d4) radiant damage.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Source: Tome of Beasts OGL

Shadow Ooze

Medium ooze, unaligned

Armor class: 8

Hit points: 76 (9d8+36)

Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-2	+4	-4	-2	-4
(16)	(6)	(18)	(2)	(6)	(2)

Damage immunities: acid, necrotic

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Aura of Darkness. The ooze devours all natural and magical light within 30 feet of it. This area is heavily obscured by darkness for all creatures except shadow fey.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ooze makes one pseudopod attack and then uses Snuff Out.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage and 3 (1d6) acid damage.

Snuff Out. The ooze extinguishes one natural or magical light source within 60

feet of it. If the light source is created by a spell, it is dispelled.

Source: Creature Codex OGL

Skull Drake

Medium dragon, neutral

Armor class: 15 (natural armor)

Hit points: 75 (10d8+30)

Speed: burrow: 10 ft., fly: 60 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	-1	+1	0
(16)	(17)	(16)	(8)	(12)	(10)

Saving throws: Dex +5 Wis +3

Damage immunities: necrotic

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Draconic

Challenge rating: 3 (700 XP)

Keen Smell. The skull drake has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity. While in sunlight, the skull drake has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The skull drake makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Necrotic Breath (Recharge 6). The skull drake exhales a 15-foot cone of noxious, black gas. Each creature in the area must make a **DC 13 Constitution** saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hp by this damage dies.

Sluagh Swarm

Source: *Creature Codex OGL*

Sluagh Swarm

Medium swarm of Tiny fey, chaotic evil

Armor class: 13

Hit points: 54 (12d8)

Speed: walk: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	0	-2	+1	0
(6)	(16)	(11)	(6)	(13)	(10)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Sylvan

Challenge rating: 3 (700 XP)

Lone Slaughts: An individual sluagh has a challenge rating of 1/8 (25 XP), 2 hit points, and does 3 (*1d6) cold damage*. They travel in swarms for a reason.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The swarm can't regain hit points or gain temporary hit points.

Shadowy Stealth. While in dim light or darkness, the sluagh swarm can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the sluagh swarm has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Chilling Touch. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 28 (8d6) cold damage or 14 (4d6) cold damage if the swarm has half of its hit points or fewer. The target must make a successful DC 13 Constitution saving throw or be unable to regain hit points. An affected creature repeats the

saving throw at the end of its turns, ending the effect on itself with a successful save. The effect can also be ended with a greater restoration spell or comparable magic.

Source: *Tome of Beasts OGL*

Snow Hag

Medium fey, neutral evil

Armor class: 17 (natural armor)

Hit points: 82 (11d8+33)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	+1	+2	+3
(16)	(12)	(16)	(13)	(14)	(16)

Damage immunities: cold

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Giant, Sylvan

Challenge rating: 3 (700 XP)

Ice Walk. The snow hag can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Spellcasting. The snow hag's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The snow hag can innately cast the following spells, requiring no material components: At will: minor illusion, prestidigitation, ray of frost 1/day each: charm person, fog cloud, sleet storm

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Icy Embrace (Recharge 5-6). The snow hag exhales a cloud of freezing fog in a 15-foot-radius around her. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a target takes 21 (6d6) cold damage and is

restrained by ice for 1 minute. On a success, a target takes half the damage and isn't restrained. A restrained target can make a **DC 13 Strength** check, shattering the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire and bludgeoning damage; immunity to slashing, cold, poison, and psychic damage).

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 human hands, but someone touching them would feel her sharp claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a **DC 20 Intelligence** (Investigation) check to discern that the hag is disguised.

Source: *Creature Codex OGL*

Spire Walker

Tiny fey, chaotic neutral

Armor class: 16 (natural armor)
Hit points: 38 (11d4 + 22)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+4	+2	0	0	+2
(3)	(18)	(14)	(11)	(10)	(14)

Saving throws: Dex +7
Damage immunities: lightning, thunder
Senses: passive Perception \$1
Languages: Common, Sylvan
Challenge rating: 3 (700 XP)

Energized Body. A creature that hits the spire walker with a melee attack using a metal weapon takes 5 (1d10) lightning damage.

Innate Spellcasting. the spire walker's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The spire walker can innately cast the following spells, requiring no material components:

at will: produce spark (as the cantrip produce flame, but it does lightning damage)

3/day each: dancing lights, feather fall, invisibility

1/day each: faerie fire, thunderwave

Steeple Step. The spire walker can use 10 feet of its movement to step magically from its position to the point of a steeple, mast, or other spire-like feature that is in view within 30 feet. The spire walker has advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while it is standing on a steeple or any similar narrow, steep structure or feature.

Actions

Lightning Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 1 piercing damage plus 9 (2d8) lightning damage. If the attack misses, the target still takes 4 (1d8) lightning damage. Whether the attack hits or misses its intended target, every other creature within 10 feet of the target takes 9 (2d8) lightning damage, or half damage with a successful **DC 14 Dexterity** saving throw.

Source: *Tome of Beasts OGL*

Stygian Fat-Tailed Scorpion

Tiny beast, unaligned

Armor class: 14 (natural armor)
Hit points: 10 (4d4)
Speed: walk: 30 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	0	-5	0	-4
(3)	(16)	(10)	(1)	(10)	(2)

Swolbold

Senses: darkvision 60 ft., passive Perception 10
Languages: -
Challenge rating: 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, plus 21 (6d6) poison damage and the target is poisoned until it completes a short or long rest. A successful **DC 10 Constitution** saving throw reduces the poison damage to half and prevents the poisoned condition. If the target fails this saving throw while already poisoned, it gains one level of exhaustion in addition to the other effects.

Source: Tome of Beasts OGL

Swolbold

Medium humanoid, chaotic neutral

Armor class: 14 (scale mail)
Hit points: 65 (10d8+20)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	-2	+1	-2
(19)	(11)	(15)	(6)	(12)	(7)

Senses: darkvision 60 ft., passive Perception 12
Languages: Draconic
Challenge rating: 3 (700 XP)

Leaping Attack. If the swolbold uses the Dash action on its turn and stops within 5 feet of a creature, it can make one slam attack with disadvantage as a bonus action against that creature.

Pack Tactics. The swolbold has advantage on attack rolls against a creature if at least one of the swolbold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the swolbold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and the swolbold can't make slam attacks against other targets.

Crush. One creature grappled by the swolbold must make a **DC 14 Strength** saving throw, taking 21 (5d6 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Thread-Bound Constrictor Snake

Huge construct, unaligned

Armor class: 12
Hit points: 60 (8d12+8)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+1	-5	0	-4
(19)	(14)	(12)	(1)	(10)	(3)

Damage immunities: poison
Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages: understands the languages of its creator but can't speak
Challenge rating: 3 (700 XP)

Antimagic Susceptibility. The snake is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the snake must succeed on a Constitution saving throw against the caster's spell save DC or return to the textile to which it is bound for 1 minute.

Immutable Form. The snake is immune to any spell or effect that would alter its form.

Magic Weapons. The snake's weapon attacks are magical.

Shifting Form. The snake can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage and the creature is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Source: *Creature Codex OGL*

Thursir Giant

Large giant, neutral evil (50%) lawful evil (50%)

Armor class: 13 (chain shirt)

Hit points: 114 (12d10 + 48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (19)	0 (10)	+4 (18)	+1 (13)	+2 (15)	0 (11)

Saving throws: Con +6

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Dwarven, Giant

Challenge rating: 3 (700 XP)

Cast Iron Stomach. The giant can consume half of its weight in food without ill effect, and it has advantage against anything that

would give it the poisoned condition. Poisonous and spoiled foodstuffs are common in a thursir lair.

Actions

Multiattack. The giant makes two warhammer attacks.

Warhammer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Runic Blood (3/day). Thursir giants can inscribe the thurs rune on a weapon. A creature hit by the weapon takes an additional 1d8 lightning damage, and the target can't take reactions until the start of its next turn. The thurs rune lasts for one hour, or for three hits, whichever comes first.

Source: *Tome of Beasts OGL*

Venomous Mummy

Medium undead, lawful evil

Armor class: 11 (natural armor)

Hit points: 58 (9d8 + 18)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (16)	-1 (8)	+2 (15)	-2 (7)	0 (10)	+2 (14)

Saving throws: Wis +2

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: the languages it knew in life

Challenge rating: 3 (700 XP)

Selket's Venom. The venomous mummy's body and wrappings are magically imbued

Veteran

with substances that are highly toxic. Any creature that comes in physical contact with the venomous mummy (e.g., touching the mummy barehanded, grappling, using a bite attack) must succeed on a **DC 12 Constitution** saving throw or be poisoned with Selket's venom. The poisoned target takes 3 (**1d6**) poison damage every 10 minutes. Selket's venom is a curse, so it lasts until ended by the remove curse spell or comparable magic.

Toxic Smoke. The venomous mummy's poisonimbued wrappings and flesh create toxic fumes when burned. If a venomous mummy takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-foot radius. This cloud persists for one full round. A creature that starts its turn inside the cloud or enters it for the first time on its turn takes 14 (**4d6**) poison damage, or half damage with a successful **DC 12 Constitution** saving throw.

Actions

Venomous Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (**2d6** + 3) bludgeoning damage plus 10 (**3d6**) necrotic damage. If the target is a creature, it must succeed on a **DC 12 Constitution** saving throw or be affected by the Selket's venom curse (see above).

Source: *Tome of Beasts OGL*

Veteran

Medium humanoid, any alignment

Armor class: 17 (splint)
Hit points: 58 (**9d8**)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	0	0	0
(16)	(13)	(14)	(10)	(11)	(10)

Senses: passive Perception 12
Languages: any one language (usually Common)
Challenge rating: 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (**1d8** + 3) slashing damage, or 8 (**1d10** + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (**1d6** + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (**1d10** + 1) piercing damage.

Source: *Systems Reference Document*

Wasteland Dragon Wyrmling

Medium dragon, chaotic evil

Armor class: 17 (natural armor)
Hit points: 60 (**8d8**+24)
Speed: burrow: 15 ft., climb: 30 ft., fly: 50 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+3	+1	0	+1
(17)	(10)	(17)	(12)	(11)	(13)

Saving throws: Dex +2 Con +5 Wis +2 Cha +3

Damage immunities: force

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages: Draconic

Challenge rating: 3 (700 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (**2d10** + 3) piercing damage.

Warped Energy Breath (Recharge 6). The dragon blasts warped arcane energy in a 20-foot line that is 5 feet wide. Each

creature in that line must make a DC 11 **Dexterity** saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Werebat

Medium humanoid, lawful evil

Armor class: 13 (in humanoid form, 14 (natural armor) in bat or hybrid form)

Hit points: 66 (12d8+12)

Speed: fly: 50 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	0	+1	-1
(12)	(16)	(12)	(10)	(12)	(9)

Damage immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Senses: blindsight 60 ft., passive Perception 13

Languages: Common (can't speak in bat form)

Challenge rating: 3 (700 XP)

Echolocation. The werebat can't use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a Medium-sized bat, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form with the exception that only its true and bat forms retain its flying speed. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sunlight Sensitivity. While in sunlight, the werebat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werebat makes two mace attacks. In hybrid form, it makes two attacks: one with its bite and one with its claws or mace.

Bite (Bat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 14 **Constitution** saving throw or be cursed with werebat lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage.

Mace (Humanoid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Source: *Creature Codex OGL*

Werehyena

Medium humanoid, chaotic evil

Armor class: 13 (in gnoll form, 14 (natural armor) in hyena or hybrid form)

Hit points: 58 (9d8+18)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	0	0	0
(11)	(16)	(14)	(10)	(11)	(10)

Damage immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silver

Senses: passive Perception 12

Languages: Gnoll (can't speak in hyena form)

Challenge rating: 3 (700 XP)

Keen Hearing and Smell. The werehyena has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Werewolf

Shapechanger. The werehyena can use its action to polymorph into a hyena-gnoll hybrid or into a hyena, or back into its true gnoll form. Its statistics, other than AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (Gnoll or Hybrid Form Only). The werehyena makes two attacks: one with its bite and one with its claws or scimitar.

Bite (Hyena or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is humanoid, it must succeed on a **DC 12 Constitution** saving throw or be cursed with werehyena lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Scimitar (Gnoll or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Source: *Creature Codex OGL*

Werewolf

Medium humanoid, chaotic evil

Armor class: 11 (11 in humanoid form, 12 (natural armor) in wolf or hybrid form)

Hit points: 58 (9d8 + 18)

Speed: notes: 40 ft. in wolf form ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	0	0	0
(15)	(13)	(14)	(10)	(11)	(10)

Damage immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses: passive Perception 14

Languages: Common (can't speak in wolf

form)

Challenge rating: 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a **DC 12 Constitution** saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Source: *Systems Reference Document*

Wight

Medium undead, neutral evil

Armor class: 14 (studded leather)

Hit points: 45 (6d8 + 18)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	0	+1	+2
(15)	(14)	(16)	(10)	(13)	(15)

Damage immunities: necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge rating: 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source: Systems Reference Document

Winter Wolf

Large monstrosity, neutral evil

Armor class: 13 (natural armor)

Hit points: 75 (10d10)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-2	+1	-1
(18)	(13)	(14)	(7)	(12)	(8)

Damage immunities: cold

Senses: passive Perception 15

Languages: Common, Giant, Winter Wolf

Challenge rating: 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Wolf Reaver Dwarf

Medium Humanoid, any chaotic

Wood Golem

Armor class: 16 (chain shirt, shield)

Hit points: 76 (9d8 + 36)

Speed: walk: 35 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	-1	0	-1
(18)	(12)	(19)	(9)	(11)	(9)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Dwarvish

Challenge rating: 3 (700 XP)

Danger Sense. The wolf reaver dwarf has advantage on Dexterity saving throws against attacks it can see when it is not blinded, deafened, or incapacitated.

Dwarven Resistance. The wolf reaver dwarf has advantage on saving throws against poison.

Pack Tactics. The wolf reaver dwarf has advantage on attacks if at least one of the dwarf's allies is within 5 feet of the target and the ally isn't incapacitated.

Reckless. At the start of its turn, the wolf reaver dwarf can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The wolf reaver dwarf makes two melee or ranged attacks.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8 (1d8 + 4) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Source: *Tome of Beasts OGL*

Wood Golem

Medium construct, unaligned

Armor class: 14 (natural armor)

Hit points: 52 (8d8+16)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	-4	0	-5
(18)	(10)	(15)	(3)	(10)	(1)

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 3 (700 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The wood golem has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The wood golem makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Source: *Creature Codex OGL*

Xenabsorber

Medium aberration, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 65 (10d8+20)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	0	+1	+2
(17)	(12)	(15)	(10)	(13)	(15)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Common

Challenge rating: 3 (700 XP)

Disguise. The xenabsorber has advantage on Charisma (Deception) checks to pass itself off as the type of creature it is impersonating as long as it has at least 1 trait from that creature.

Trait Mimicry. As a bonus action, a xenabsorber can take on 1 nonmagical physical trait, attack, or reaction of a beast or humanoid with a challenge rating equal to or less than its own that it has seen within the last week (see Trait Mimicry sidebar). It can have up to 5 such traits at a time, no more than two of which can be attacks. Each trait lasts until the xenabsorber replaces it with another trait as a bonus action. If the xenabsorber goes a week without exposure to a single beast or humanoid, it loses all of its traits and reverts back to its true, blue crystalline form.

Actions

Multiattack. The xenabsorber makes two melee attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

Source: Creature Codex OGL

Challenge 4

Accursed Defiler

Medium undead, neutral evil

Armor class: 12

Hit points: 75 (10d8 + 30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-2	+2	+2
(19)	(14)	(17)	(6)	(15)	(14)

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: darkvision 60 ft., passive

Perception 14

Languages: understands an ancient language, but can't speak

Challenge rating: 4 (1,100 XP)

Cursed Existence. When it drops to 0 hit points in desert terrain, the accursed defiler's body disintegrates into sand and a sudden parched breeze. However, unless it was killed in a hallowed location, with radiant damage, or by a blessed creature, the accursed defiler reforms at the next sundown 1d100 miles away in a random direction.

Sand Shroud. A miniature sandstorm constantly whirls around the accursed defiler in a 10-foot radius. This area is lightly obscured to creatures other than an accursed defiler. Wisdom (Survival) checks made to follow tracks left by an accursed defiler or other creatures that were traveling in its sand shroud are made with disadvantage.

Actions

Multiattack. The accursed defiler makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage. If a creature is hit by this attack twice in the same round (from the same or different accursed defilers),

the target must make a DC 13 Constitution saving throw or gain one level of exhaustion.

Sandlash (Recharge 5-6). As an action, the accursed defiler intensifies the vortex of sand that surrounds it. All creatures within 10 feet of the accursed defiler take 21 (6d6) slashing damage, or half damage with a successful DC 14 Dexterity saving throw.

Source: Tome of Beasts OGL

Angler Worm

Huge monstrosity, unaligned

Armor class: 14 (natural armor)

Hit points: 133 (14d12 + 42)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-3	+3	-4	+2	-5
(14)	(5)	(16)	(3)	(14)	(1)

Damage immunities: poison

Condition immunities: blinded, charmed, deafened, poisoned, prone

Senses: tremorsense 60 ft., passive

Perception 12

Languages: -

Challenge rating: 4 (1,100 XP)

Spider Climb. The worm can climb difficult surfaces, including upside down on ceilings and along its snare lines, without needing an ability check. The angler worm is never restrained by its own or other angler worms' snare lines.

Keen Touch. The angler worm has advantage on Wisdom (Perception) checks that rely on vibrations.

Transparent Trap. A successful DC 12 Wisdom (Perception) check must be made to spot angler worm snare lines, and the check is always made with disadvantage unless the searcher has some means of overcoming the snares' invisibility. A creature that enters a space containing

Arcanaphage

angler worm snare lines must make a successful **DC 12 Dexterity** saving throw or be restrained by the sticky snares (escape DC 14). This saving throw is made with disadvantage if the creature was unaware of the snare lines' presence.

Actions

Multiattack. An angler worm makes one bite attack. It also makes one coils attack against every enemy creature restrained by its threads and within reach of its coils. Once it has coiled around one creature it stops coil attacks against others.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage plus 3 (1d6) acid damage.

Coils. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 13 (3d8) acid damage, and the target creature must make a successful **DC 12 Dexterity** saving throw or be pulled adjacent to the angler worm (if it wasn't already) and grappled in the angler worm's coils (escape DC 12). While grappled this way, the creature is restrained by the angler worm (but not by its snare lines), it can't breathe, and it takes 22 (5d8) acid damage at the start of each of the angler worm's turns. A creature that escapes from the angler worm's coils may need to make an immediate **DC 12 Dexterity** saving throw to avoid being restrained again, if it escapes into a space occupied by more snare lines.

Ethereal Lure (Recharge 4-6). The angler worm selects a spot within 20 feet of itself; that spot glows with a faint, blue light until the start of the worm's next turn. All other creatures that can see the light at the start of their turn must make a successful **DC 12 Wisdom** saving throw or be charmed until the start of their next turn. A creature charmed this way must Dash toward the light by the most direct route, automatically fails saving throws against being restrained by snare lines, and treats the angler worm as invisible.

Source: *Tome of Beasts OGL*

Arcanaphage

Medium monstrosity, unaligned

Armor class: 14

Hit points: 60 (8d8+24)

Speed: fly: 30 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+3	-4	0	-1
(10)	(18)	(16)	(2)	(10)	(8)

Condition immunities: blinded, charmed, deafened, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 12

Challenge rating: 4 (1,100 XP)

Arcane Discharge. When an arcanaphage dies, it explodes in a surge of partially-digested magical energy. Each creature within 5 feet per Feed score must make a **DC 14 Dexterity** saving throw, taking 3 (1d6) force damage per Feed score on a failed save, or half as much damage on a successful one. For 1 minute afterward, the affected area is awash with volatile magic. A creature that starts its turn in the affected area takes 7 (2d6) force damage.

Hunger. Each time it feeds in combat, it regains hp equal to twice the level of the spell it ate and increases its Feed score by 1. The arcanaphage can't have a Feed score higher than 8, and its Feed score reduces by 1 each time it finishes a long rest.

Ingest Magic. At the start of each of the arcanaphage's turns, each creature within 30 feet of it that is currently maintaining concentration on a spell must make a **DC 14 Constitution** saving throw. On a failure, the creature's spell ends and the arcanaphage feeds.

Magic Immunity. The arcanaphage is immune to damage from spells. It has advantage on saving throws against all other magical effects.

Actions

Multiattack. The arcanaphage makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Source: *Creature Codex OGL*

Ash Drake

Small dragon, neutral evil

Armor class: 16 (natural armor)

Hit points: 117 (18d6 + 54)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	-1	+2	0
(14)	(15)	(16)	(9)	(15)	(10)

Saving throws: Dex +4

Condition immunities: paralyzed, unconscious

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Draconic

Challenge rating: 4 (1,100 XP)

Actions

Multiattack. The ash drake makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage + 3 (1d6) fire damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Ash Cloud. An ash drake can beat its wings and create a cloud of ash that extends 10 feet in all directions, centered on itself. This cloud provides half cover, though the ash drake can see normally through its own cloud. Any creature that enters or starts its turn in the cloud must succeed on

a DC 14 Constitution saving throw or become blinded for 1d6 rounds.

Ash Breath (recharge 6). An ash drake spews a 20-foot cone of blistering hot, choking ash. Any targets in the path of this spray takes 14 (4d6) fire damage and become poisoned for one minute; a successful DC 13 Dexterity saving throw reduces damage by half and negates the poisoning. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source: *Tome of Beasts OGL*

Azeban

Medium fey, chaotic neutral

Armor class: 16 (natural armor)

Hit points: 78 (12d8+24)

Speed: climb: 30 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+2	+2	-1	+4
(16)	(16)	(14)	(15)	(8)	(18)

Saving throws: Dex +5 Wis +1

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Sylvan

Challenge rating: 4 (1,100 XP)

Elusive. The azeban can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Magic Resistance. The azeban has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The azeban's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components: At will: dancing lights, disguise self, faerie fire, minor illusion 3/day each: creation, major image, mislead, seeming 1/day each: mirage arcane, programmed illusion

Actions

Multiattack. The azeban makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Ear-Splitting Yawp (Recharge 5-6). The azeban emits a piercing yell in a 15-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, a target takes 21 (6d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the area.

Source: *Creature Codex OGL*

Bandit Lord

Medium Humanoid (Any Race), any non-lawful

Armor class: 16 (breastplate)
Hit points: 91 (14d8 + 28)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+2 (15)	+2 (14)	+2 (14)	0 (11)	+2 (14)

Saving throws: Str +5 Dex +4 Wis +2
Senses: passive Perception 15
Languages: any two languages
Challenge rating: 4 (1,100 XP)

Pack Tactics. The bandit lord has advantage on an attack roll against a creature if at least one of the bandit lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The bandit lord makes three melee or ranged attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10 (2d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Source: *Tome of Beasts OGL*

Bereginyas

Tiny fey, neutral evil

Armor class: 15
Hit points: 70 (20d4 + 20)
Speed: walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+5 (20)	+1 (12)	+1 (13)	+1 (12)	0 (11)

Saving throws: Dex +7
Damage immunities: bludgeoning
Senses: darkvision 60 ft., passive Perception 15
Languages: Common, Elvish, Sylvan
Challenge rating: 4 (1,100 XP)

Actions

Multiattack. The bereginyas makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 12)

and the bereginyas immediately uses Smother against it as a bonus action.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Smother. If the bereginyas grapples an opponent, it extends a semi-solid gaseous tendril down the target's throat as a bonus action. The target must make a successful DC 14 Strength saving or it is immediately out of breath and begins suffocating. Suffocation ends if the grapple is broken or if the bereginyas is killed.

Source: *Tome of Beasts OGL*

Black Pudding

Large ooze, unaligned

Armor class: 7

Hit points: 85 (10d10 + 30)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-3	+3	-5	-2	-5
(16)	(5)	(16)	(1)	(6)	(1)

Damage immunities: acid, cold, lightning, slashing

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal

or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Source: *Systems Reference Document*

Carrion Beetle

Large beast, neutral

Armor class: 15 (natural armor)

Hit points: 127 (15d10 + 45)

Speed: walk: 30 ft., burrow: 20 ft., climb: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-5	+1	0
(19)	(12)	(17)	(1)	(13)	(10)

Condition immunities: paralysis

Senses: darkvision 60 ft., passive Perception 11

Languages: -

Challenge rating: 4 (1,100 XP)

Actions

Multiattack. The beetle makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

Cats of Ulthar

Claws. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Acid Spit (Recharge 5-6). The carrion beetle spits a line of acid that is 30 ft. long and 5 ft. wide. Each creature in that line takes 32 (5d12) acid damage, or half damage with a successful DC 13 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Cats of Ulthar

Huge beasts, unaligned

Armor class: 14

Hit points: 55 (10d10)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	0	-4	+2	-4
(9)	(18)	(10)	(2)	(14)	(3)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 30 ft., passive Perception 12

Challenge rating: 4 (1,100 XP)

Feline Terror. Each creature in the swarm must succeed on a DC 12 Wisdom saving throw or fall prone and become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the swarm's Feline Terror for the next 24 hours.

Keen Senses. The swarm has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny cat. The swarm can't regain hp or gain temporary hp.

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., up to two creatures in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Source: *Creature Codex OGL*

Cavelight Moss

Large plant, neutral

Armor class: 15 (natural armor)

Hit points: 95 (10d10 + 40)

Speed: walk: 5 ft., climb: 5 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+4	-5	+1	-3
(24)	(10)	(18)	(1)	(13)	(5)

Condition immunities: charmed, deafened, frightened, paralyzed, prone, stunned, unconscious

Senses: tremorsense 60 ft., passive Perception 11

Languages: -

Challenge rating: 4 (1,100 XP)

Luminescence. The chemicals within cavelight moss make the entire creature shed light as a torch. A cavelight moss cannot suppress this effect. It can, however, diminish the light produced to shed illumination as a candle.

Actions

Tendrils. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the cavelight moss can't use its tendrils against another target.

Strength Drain. Living creatures hit by the cavelight moss's tendril attack or caught up in its grapple must make a successful DC 14 Constitution saving throw or 1 level of exhaustion. Creatures that succeed are immune to that particular cavelight moss's Strength Drain ability for 24 hours. For

every level of exhaustion drained, the cavalight moss gains 5 temporary hit points.

Source: *Tome of Beasts OGL*

Chuul

Large aberration, chaotic evil

Armor class: 16 (natural armor)
Hit points: 93 (11d10 + 33)
Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-3	0	-3
(19)	(10)	(16)	(5)	(11)	(5)

Damage immunities: poison
Condition immunities: poisoned
Senses: darkvision 60 ft., passive Perception 14
Languages: understands Deep Speech but can't speak
Challenge rating: 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

City Watch Captain

Medium Humanoid (Any Race), lawful neutral

Armor class: 17 (scale mail)
Hit points: 91 (14d8 + 28)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	0	0	+1
(13)	(16)	(14)	(10)	(11)	(13)

Senses: passive Perception 14
Languages: one language (usually Common)
Challenge rating: 4 (1,100 XP)

Tactical Insight. The city watch captain has advantage on initiative rolls. City watch soldiers under the captain's command take their turns on the same initiative count as the captain.

Actions

Multiattack. The city watch captain makes two rapier attacks and one dagger attack. The captain can substitute a disarming attack for one rapier attack.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Disarming Attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: the target must make a successful DC 13 Strength saving throw or drop one item it's holding

of the city watch captain's choice. The item lands up to 10 feet from the target, in a spot selected by the captain.

Orders to Attack (1/Day). Each creature of the city watch captain's choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction. This person could easily have been on the other side of the law, but he likes the way he looks in the city watch uniform and the way city residents look at him when he walks down the street leading a patrol. With a long mustache and a jaunty cap, there's no denying that he cuts a rakishly handsome figure. While a trained investigator, the city watch captain is not afraid to draw his blade to end a threat to his city.

Source: *Tome of Beasts OGL*

Couatl

Medium celestial, lawful good

Armor class: 19 (natural armor)

Hit points: 97 (13d8 + 39)

Speed: walk: 30 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+4	+5	+4
(16)	(20)	(17)	(18)	(20)	(18)

Saving throws: Con +5 Wis +7 Cha +6

Damage immunities: psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses: truesight 120 ft., passive Perception 15

Languages: all, telepathy 120 ft.

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: detect evil and good, detect magic, detect thoughts 3/day each: bless, create food and water, cure wounds, lesser restoration, protection from poison,

sanctuary, shield 1/day each: dream, greater restoration, scrying

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a **DC 13 Constitution** saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +6 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

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). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

Source: *Systems Reference Document*

Darakhul Shadowmancer

Medium undead, neutral evil

Armor class: 12 (15 with mage armor)
 Hit points: 52 (8d8+16)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+4	+1	-1
(12)	(16)	(14)	(18)	(13)	(9)

Saving throws: Int +6 Wis +3
Damage immunities: poison
Condition immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 11
Languages: Common, Darakhul, Umbral
Challenge rating: 4 (1,100 XP)

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench.

Shadow Stealth. While in dim light or darkness, the darakhul shadowmancer can take the Hide action as a bonus action.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a **DC 13 Constitution** saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul shadowmancer using this ability can't also benefit from Master of Disguise.

Sunlight Sensitivity. While in sunlight, the darakhul has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turning Defiance. The darakhul shadowmancer and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Spellcasting. The darakhul shadowmancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the

following wizard spells prepared: Cantrips (at will): acid splash, chill touch, mage hand, prestidigitation 1st level (4 slots): mage armor, ray of sickness, silent image 2nd level (3 slots): misty step, scorching ray, see invisibility 3rd level (3 slots): animate dead, dispel magic, stinking cloud 4th level (2 slots): arcane eye, black tentacles, confusion 5th level (1 slot): teleportation circle

Actions

Multiattack. The darakhul shadowmancer makes two attacks: one with its bite and one with its dagger.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) piercing damage, and, if the target is a humanoid, it must succeed on a **DC 13 Constitution** saving throw or contract darakhul fever.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: *Creature Codex OGL*

Dark Father

Large undead, lawful neutral

Armor class: 18 (natural armor)
 Hit points: 65 (10d8+18)
 Speed: fly: 20 ft., hover: True ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+2	-1	+2	-1
(6)	(14)	(15)	(8)	(14)	(8)

Damage immunities: necrotic, poison
Condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft., passive Perception 12
Languages: the languages it knew in life
Challenge rating: 4 (1,100 XP)

Death Waits. The dark father has disadvantage on melee attack rolls against any creature that has all of its hp.

Incorporeal Movement. The dark father can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

None May Stop Death. When a creature within 30 feet of a dark father regains hp through any means other than resting, it must succeed on a **DC 14 Constitution** saving throw or take 3 (1d6) necrotic damage and have disadvantage on its next death saving throw.

Actions

Life Drain. Melee Spell Attack. +4 to hit, reach 5 ft., one creature. Hit: 14 (4d6) necrotic damage. The target must succeed on a **DC 14 Constitution** saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Final Curtain. The dark father targets a corpse it can see within 30 feet that has been dead for no longer than 1 hour. A stream of dark energy flows between the corpse and the dark father. At the end of the dark father's next turn, the dark father absorbs the corpse and it vanishes completely. Any worn items or possessions are unaffected. A corpse destroyed in this manner can't be retrieved other than by a wish spell or similar magic.

Source: *Creature Codex OGL*

Dau

Small fey, chaotic neutral

Armor class: 13
 Hit points: 49 (9d6 + 18)
 Speed: hover: True ft., walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+2	+2	+3	+3
(7)	(17)	(14)	(14)	(17)	(16)

Senses: darkvision 60 ft., passive Perception 15

Languages: Deep Speech, Primordial, Sylvan, telepathy 60 ft.

Challenge rating: 4 (1,100 XP)

Magic Resistance. The dau has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the dau's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

at will: detect thoughts

3/day each: invisibility, mirror image

1/day each: mirage arcana, programmed illusion, project image

Actions

Multiattack. The dau makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage, and the dau regains hit points equal to the necrotic damage dealt. The target must succeed on a **DC 13 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest.

Tangible Illusion (1/Day). After casting an illusion spell of an object, the dau temporarily transforms that illusion into a physical, nonmagical object. The temporary object lasts 10 minutes, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion expires). During that time, the illusion has all the physical properties of

the object it represents, but not magical properties. The dau must touch the illusion to trigger this transformation, and the object can be no larger than 5 cubic feet.

Source: *Tome of Beasts OGL*

Death Butterfly Swarm

Large swarm of tiny beasts, chaotic evil

Armor class: 15 (natural armor)
Hit points: 60 (11d10)
Speed: hover: True ft., walk: 5 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+1	0	-5	+1	+2
(1)	(13)	(10)	(1)	(12)	(15)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, petrified

Senses: darkvision 60 ft., passive Perception 11

Challenge rating: 4 (1,100 XP)

Potent Poison. The death butterfly swarm's poison affects corporeal undead who are otherwise immune to poison.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit point.

Weight of Wings. A creature in a space occupied by the death butterfly swarm has its speed reduced by half, and must succeed on a **DC 13 Dexterity** saving throw or become blinded. Both effects end when the creature doesn't share a space with the swarm at the end of the creature's turn. If a creature succeeds on the saving throw, it is immune to the swarm's blindness (but not the speed reduction) for 24 hours.

Actions

Multiattack. The swarm makes a Bite attack against every target in its spaces.

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., every target in the swarm's space. Hit: 22 (6d6 +1) piercing damage, or 11 (3d6 + 1) piercing damage if the swarm has half of its hit points or fewer. The target also takes 10 (3d6) poison damage and becomes poisoned for 1d4 rounds; a successful **DC 13 Constitution** saving throw reduces poison damage by half and prevents the poisoned condition..

Source: *Tome of Beasts OGL*

Deathcap Myconid

Medium plant, neutral evil

Armor class: 15 (natural armor)
Hit points: 90 (12d8 + 36)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+1	0	+3	0	0	-1
(12)	(10)	(16)	(10)	(11)	(9)

Senses: darkvision 60 ft., passive Perception 10

Languages: -

Challenge rating: 4 (1,100 XP)

Distress Spores. When a deathcap myconid takes damage, all other myconids within 240 feet of it sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Deathcap Spores or its Slumber Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (4d4 + 1)

Deep One Hybrid Priest

bludgeoning damage plus 10 (4d4) poison damage.

Deathcap Spores (3/day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a **DC 13 Constitution** saving throw or be poisoned for 3 rounds. While poisoned this way, the target also takes 10 (4d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slumber Spores (3/day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a **DC 13 Constitution** saving throw or be poisoned and unconscious for 1 minute. A creature wakes up if it takes damage, or if another creature uses its action to shake it awake.

Source: *Tome of Beasts OGL*

Deep One Hybrid Priest

Medium humanoid, chaotic evil

Armor class: 14 (natural armor)

Hit points: 120 (16d8 + 48)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+1	+1	+2
(18)	(14)	(16)	(12)	(12)	(15)

Saving throws: Con +5 Wis +3 Cha +4

Senses: darkvision 120 ft., passive

Perception 13

Languages: Common, Void Speech

Challenge rating: 4 (1,100 XP)

Amphibious. A deep one priest can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one hybrid priest takes 10 or more damage from a single attack, it has advantage on its melee attacks and adds +4 to spell and claws damage.

Innate Spellcasting. the deep one priest's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: sacred flame, shocking grasp

3/day each: inflict wounds, sanctuary, sleep

1/day each: ice storm, shatter

Lightless Depths. A deep one hybrid priest is immune to the pressure effects of the deep ocean.

Ocean Change. A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.

Voice of the Deeps. A deep one priest may sway an audience of listeners with its rolling, droning speech, fascinating them for 5 minutes and making them dismiss or forget what they've seen recently unless they make a successful **DC 13 Wisdom** saving throw at the end of that period. If the saving throw succeeds, they remember whatever events the deep one sought to erase.

Actions

Claws. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source: *Tome of Beasts OGL*

Derro Fetal Savant

Tiny humanoid, chaotic evil

Armor class: 15 (cage)

Hit points: 2 (4d4 - 8)

Speed: walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
-5	-5	-2	-2	+1	+5
(1)	(1)	(6)	(6)	(12)	(20)

Saving throws: Wis +3 Cha +7
Damage immunities: psychic
Condition immunities: charmed, frightened
Senses: darkvision 60 ft., passive Perception 13
Languages: -
Challenge rating: 4 (1,100 XP)

Enchanted Cage. The iron cage that holds the fetal savant provides cover for the creature. The cage (AC 19, 10 hp) is considered an equipped object when borne by a derro and cannot be attacked directly. In addition, the cage protects the occupant from up to 20 spell levels of spells 4th level or lower but provides no protection to those outside of the cage. Spells of level 5 or higher take full, normal effect against the cage and its occupant. Once the cage protects against 20 or more spell levels it is rendered non-magical. If exposed to direct sunlight for over one hour of cumulative time it is destroyed.

Madness. A derro fetal savant's particular madness grants it immunity to psychic effects. It cannot be restored to sanity by any means short of a wish spell or comparable magic. A derro fetal savant brought to sanity gains 4 points of Wisdom and loses 6 points of Charisma.

Vulnerability to Sunlight. A derro fetal savant takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1/day spent underground or otherwise sheltered from the sun.

Actions

Babble. The sight of potential host bodies so excites the fetal savant that it babbles and giggles madly and childishly, creating an insanity effect. All sane creatures that start their turns within 60 feet of the fetal savant must succeed on a **DC 13 Charisma** saving throw or be affected by confusion (as the spell) for **1d4** rounds. This is a

psychic effect. Creatures that successfully save cannot be affected by the same fetal savant's babbling for 24 hours. This action cannot be taken when the fetal savant is using Soul Exchange.

Soul Exchange. As an action, the fetal savant can attempt to take control of a creature it can see within 90 feet, forcing an exchange of souls as a magic jar spell, using its own body as the container. The fetal savant can use this power at will, but it can exchange souls with only one other creature at a time. The victim resists the attack with a successful **DC 13 Charisma** saving throw. A creature that successfully saves is immune to the same fetal savant's soul exchange for 24 hours. If the saving throw fails, the fetal savant takes control of the target's body and ferociously attacks nearby opponents, eyes blazing with otherworldly light. As an action, the fetal savant can shift from its host body back to its own, if it is within range, returning the victim's soul to its own body. If the host body or fetal savant is brought to 0 hit points within 90 feet of each other, the two souls return to their original bodies and the creature at 0 hit points is dying; it must make death saving throws until it dies, stabilizes, or regains hit points, as usual. If the host body or fetal savant is slain while they are more than 90 feet apart, their souls cannot return to their bodies and they are both slain. While trapped in the fetal savant's withered body, the victim is effectively paralyzed and helpless.

Source: Tome of Beasts OGL

Domovoi

Medium fey, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 93 (**11d8 + 44**)

Speed: walk: 30 ft.

Dorreq

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	-2	0	+3
(19)	(13)	(18)	(6)	(10)	(16)

Damage immunities: acid, lightning

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Dwarvish, Elvish

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. the domovoi's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

at will: alter self, invisibility

3/day each: darkness, dimension door, haste

Actions

Multiattack. The domovoi makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Source: Tome of Beasts OGL

Dorreq

Medium aberration, neutral evil

Armor class: 15 (natural armor)

Hit points: 93 (17d8 + 17)

Speed: walk: 20 ft., climb: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+1	0	-1	-2
(19)	(19)	(13)	(11)	(8)	(6)

Saving throws: Dex +6

Senses: darkvision 60 ft., passive Perception 13

Languages: Void Speech

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. The dorreq's innate spellcasting ability is Intelligence (spell

save DC 10). It can innately cast the following spells, requiring no material components: 3/day each: blink, dimension door, haste, shatter Wasteland Stride. This ability works like tree stride, but the dorreq can use it to sink into and appear out of any sandy or rocky ground, and the range is only 30 ft. Using this ability replaces the dorreq's usual movement.

Actions

Multiattack. The dorreq makes two tentacle attacks and one bite attack. If both tentacle attacks hit, the target is grappled (escape DC 14).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. If both tentacles hit the same target in a single turn, the target is grappled (escape DC 14) and pulled within reach of the bite attack, if it was farther than 5 feet away. The target must be size Large or smaller to be pulled this way. The dorreq can maintain a grapple on one Large, two Medium, or two Small creatures at one time.

Entanglement. Any creature that starts its turn within 10 feet of a dorreq must make a successful DC 14 Dexterity saving throw each round or be restrained by the dorreq's tentacles until the start of its next turn. On its turn, the dorreq can ignore or freely release a creature in the affected area.

Source: Tome of Beasts OGL

Edimmu

Medium undead, chaotic evil

Armor class: 15

Hit points: 75 (10d8 + 30)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+4	+3	+1	+1	+1
(1)	(19)	(16)	(12)	(13)	(13)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: blindsight 60 ft., passive Perception 11

Languages: Common but can't speak

Challenge rating: 4 (1,100 XP)

Rejuvenation. If destroyed, an edimmu rises again in **2d4** days. Permanently destroying one requires properly burying its mortal remains in consecrated or hallowed ground. Edimmus rarely venture more than a mile from the place of their death.

Incorporeal Movement. The edimmu can move through other creatures and objects as if they were difficult terrain. It takes **5 (1d10)** force damage if it ends its turn inside an object.

Actions

Water Siphon. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: **21 (6d6)** necrotic damage. The target must succeed on a **DC 14 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken and it is stunned for 1 minute and gains one level of exhaustion. A stunned creature repeats the saving throw at the end of each of its turns, ending the stun on itself on a success. The hit point reduction lasts until the creature finishes a long rest and drinks abundant water or until it is affected by greater restoration or comparable magic. The target dies if this effect reduces its hit point maximum to 0.

Source: Tome of Beasts OGL

Elephant

Huge beast, unaligned

Armor class: 12 (natural armor)

Hit points: 76 (**8d12**)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+3	-4	0	-2
(22)	(9)	(17)	(3)	(11)	(6)

Senses: passive Perception 10

Challenge rating: 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a **DC 12 Strength** saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: **19 (3d8 + 6)** piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: **22 (3d10 + 6)** bludgeoning damage.

Source: Systems Reference Document

Elophar

Large undead, chaotic evil

Armor class: 8

Hit points: 126 (**12d10+60**)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-2	+5	+3	-4	0
(19)	(6)	(20)	(16)	(3)	(10)

Saving throws: Con +7 Wis +-2

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 6

Languages: Common, Giant, Infernal

Challenge rating: 4 (1,100 XP)

Ectoplasmic Spray. When the elophar takes damage other than acid damage, corrosive ectoplasm bursts from its distended stomach. The elophar takes 7 (2d6) acid damage and all creatures within 10 feet of it must make a **DC 13 Dexterity** saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Possessed by Ancestors. The chaos of combat causes an elophar to swap between personalities at the start of each of its turns. To determine which spirit is in control, roll on the table below (it is possible for one spirit to remain in control for multiple rounds if it is rolled multiple rounds in a row): | 1d6 | Spirit | |-----|-----| | 1 | Cautious: creates space between itself and its enemies and casts spells. | | 2 | Fickle: attacks a creature it didn't last round. | | 3 | Terrified: uses the Disengage action to run as far away from enemies as possible. | | 4 | Bloodthirsty: attacks the nearest creature. | | 5 | Hateful: only attacks the last creature it damaged. | | 6 | Courageous: makes melee attacks against the most threatening enemy. |

Runic Spellcasting. The runes etched on the elophar's rotting skin allow it to cast spells. The elophar's runic spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The elophar can innately cast the following spells, requiring no material components: At will: acid splash, chill touch, poison spray 3/day: grease, thunderwave 1/day: enlarge/reduce

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Source: *Creature Codex OGL*

Ettin
Large giant, chaotic evil

Armor class: 12 (natural armor)
 Hit points: 85 (10d10 + 30)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5 (21)	-1 (8)	+3 (17)	-2 (6)	0 (10)	-1 (8)

Senses: darkvision 60 ft., passive Perception 14

Languages: Giant, Orc
 Challenge rating: 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Source: *Systems Reference Document*

Firebird
Small celestial, neutral good

Armor class: 16 (natural armor)
 Hit points: 99 (18d6 + 36)
 Speed: walk: 20 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+4 (19)	+2 (14)	+3 (16)	+2 (15)	+5 (21)

Saving throws: Dex +6 Con +4 Int +5 Wis +4 Cha +7

Damage immunities: fire

Condition immunities: charmed, frightened, invisible

Senses: truesight 60 ft., passive Perception 17

Languages: Celestial, Common, Elvish, Primordial, Sylvan

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. the firebird's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: guidance, purify food and drink, speak with animals

3/day each: charm person, cure wounds (2d8 + 5), daylight, faerie fire, heat metal, hypnotic pattern, tongues

1/day each: geas, heal, reincarnate

Light of the World. The firebird's feathers glow with a warm light. The creature sheds light as dim as a candle or as bright as a lantern. It always sheds light, and any feathers plucked from the creature continue to shed light as a torch.

Warming Presence. The firebird and any creatures within a 5-foot radius are immune to the effects of natural, environmental cold. Invited into a home or building, a firebird can expand this warming presence to its inhabitants no matter how close they are to the creature.

Actions

Multiattack. The firebird makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 4) slashing damage.

Blinding Ray (Recharge 5-6). The firebird can fire a burning ray of light from its tail feathers in a line 5 feet wide and up to 50 feet long. Targets in the line must succeed on a DC 15 Dexterity saving throw or take 24 (7d6) fire damage and become blinded for 1d4 rounds. A successful saving throw negates the blindness and reduces the damage by half.

Source: *Tome of Beasts OGL*

Flab Giant

Large giant, chaotic evil

Armor class: 14 (natural armor)

Hit points: 110 (13d10 + 39)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-2	+3	-1	+1	-1
(20)	(6)	(16)	(9)	(13)	(8)

Saving throws: Con +5

Damage immunities: poison

Condition immunities: poisoned

Senses: passive Perception 17

Languages: Dwarvish, Giant

Challenge rating: 4 (1,100 XP)

Massive. A flab giant can't dash. Attacks that push, trip, or grapple are made with disadvantage against a flab giant.

Actions

Multiattack. The giant makes two slam attacks. If both hit, the target is grappled (escape DC 15), and the flab giant uses its squatting pin against the target as a bonus action.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Squatting Pin. The flab giant squats atop the target, pinning it to the ground, where it is grappled and restrained (escape DC 17). The flab giant is free to attack another target, but the restrained creatures are

Forest Marauder

released if it moves from its current space. As long as the giant does not move from the spot, it can maintain the squatting pin on up to two Medium-sized or smaller creatures. A creature suffers 9 (1d8 + 5) bludgeoning damage every time it starts its turn restrained by a squatting pin.

Source: *Tome of Beasts OGL*

Forest Marauder

Large giant, chaotic evil

Armor class: 15 (natural armor)

Hit points: 114 (12d10 +48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-2	0	-2
(21)	(10)	(18)	(6)	(10)	(7)

Saving throws: Con +6

Senses: darkvision 120 ft., passive Perception 10

Languages: Giant, Orcish, Sylvan

Challenge rating: 4 (1,100 XP)

Sunlight Sensitivity. While in sunlight, the forest marauder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The forest marauder makes two boar spear attacks.

Boar Spear. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage, and the forest marauder can choose to push the target 10 feet away if it fails a DC 16 Strength saving throw.

Rock. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 19 (3d8 + 5) bludgeoning damage.

Source: *Tome of Beasts OGL*

Frostveil

Medium plant, unaligned

Armor class: 16

Hit points: 67 (9d8 + 27)

Speed: walk: 10 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+5	+3	-5	0	-5
(20)	(20)	(16)	(1)	(11)	(1)

Damage immunities: cold

Condition immunities: blinded, charmed, deafened, frightened, prone

Senses: blindsight 100 ft., passive

Perception 10

Languages: -

Challenge rating: 4 (1,100 XP)

Chilling Acid. The frostveil's frozen acidic mist breaks down flesh and organic materials into useable nutrients. Creatures who strike the frostveil with a non-reach melee weapon or an unarmed strike take 4 (1d8) acid damage.

False Appearance. While the frostveil remains motionless, it is indistinguishable from a formation of frost and ice.

Windborne. While in blowing wind, the frostveil can fly with a speed of 30 feet. In a strong wind this speed increases to 60 feet.

Actions

Multiattack. The frostveil makes three tendrils attacks.

Tendrils. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If two tendrils hit the same target in a single turn, the target is engulfed.

Engulf. When a frostveil wraps itself around a Medium or smaller creature, the target takes 14 (2d8 + 5) bludgeoning damage plus 13 (3d8) acid damage and is grappled (escape DC 15). The target takes

another 9 (2d8) bludgeoning damage plus 13 (3d8) acid damage at the end of each of its turns when it's still grappled by the frostveil. A frostveil can't attack while it has a creature engulfed. Damage from attacks against the frostveil is split evenly between the frostveil and the engulfed creature; the only exceptions are slashing and psychic damage, which affect only the frostveil.

Spirit Spores (recharge 6). In distress, frostveils release a puff of psychotropic spores in a 10-foot cloud around themselves. Creatures within the cloud of spores must succeed on a **DC 13 Constitution** saving throw against poison or suffer hallucinations, as per a confusion spell, for 1d3 rounds.

Source: *Tome of Beasts OGL*

Ghost

Medium undead, any alignment

Armor class: 11

Hit points: 45 (10d8)

Speed: hover: True ft., walk: 0 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+1	0	0	+1	+3
(7)	(13)	(10)	(10)	(12)	(17)

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 11

Languages: any languages it knew in life

Challenge rating: 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10)

force damage if it ends its turn inside an object.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a **DC 13 Wisdom** saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a **DC 13 Charisma** saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned

Ghoul, Imperial

or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Source: *Systems Reference Document*

Ghoul, Imperial

Medium undead, lawful evil

Armor class: 16 (breastplate)

Hit points: 93 (17d8 + 17)

Speed: walk: 30 ft., burrow: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	+1	+2	+2
(16)	(14)	(12)	(13)	(14)	(14)

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive

Perception 12

Languages: Common, Darakhul, Undercommon

Challenge rating: 4 (1,100 XP)

Turning Defiance. The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The imperial ghoul makes one bite attack and one claws attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage, and if the target creature is humanoid it must succeed on a **DC 11 Constitution** saving throw or contract darakhul fever.

Claws. Melee Weapon Attack: +5 to hit, reach, one target. Hit: 17 (4d6 + 3) slashing damage. If the target is a creature other

than an elf or undead, it must succeed on a **DC 11 Constitution** saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 8 (1d8 + 2) piercing damage.

Source: *Tome of Beasts OGL*

Giant Ant Queen

Large beast, unaligned

Armor class: 15 (natural armor)

Hit points: 85 (10d10 + 30)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-4	0	-3
(17)	(13)	(16)	(2)	(11)	(4)

Senses: blindsight 60 ft., passive

Perception 10

Languages: -

Challenge rating: 4 (1,100 XP)

Keen Smell. The giant ant queen has advantage on Wisdom (Perception) checks that rely on smell.

Queen's Scent. Giant ants defending a queen gain advantage on all attack rolls.

Actions

Multiattack. The giant ant queen makes two bite attacks and one sting attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 22 (4d10) poison

damage, or half as much poison damage with a successful **DC 14 Constitution** saving throw.

Source: Tome of Beasts OGL

Ink Guardian

Large ooze, unaligned

Armor class: 8

Hit points: 102 (12d10+36)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-2	+3	-2	-2	-5
(16)	(7)	(16)	(6)	(6)	(1)

Damage immunities: acid

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 4 (1,100 XP)

Amorphous. The ink guardian can move through a space as narrow as 1 inch wide without squeezing.

Bottled Rejuvenation. When activated, the creature launches from its bottle, landing within 20 feet of the bottle. It starts as Tiny, and at the start of each of its turns, it increases in size by one step to a maximum of Large.

When the ink guardian is defeated, the bottle becomes inactive for **3d8** hours. After that time, the ink guardian regains all its hp and is active again. The bottle has AC of 20, 10 hp, and is immune to damage that isn't bludgeoning. If the bottle is destroyed, the ink guardian dies and can't rejuvenate.

Selectively Caustic. A creature that touches the ink guardian or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. The ink guardian can eat through flesh quickly, but it doesn't harm metal, wood, or paper.

Volatile. When the ink guardian is subjected to thunder damage, it takes no damage and instead splashes onto creatures within 5 feet of it. Each creature in the area takes 4 (1d8) acid damage. When the ink guardian is reduced to 0 hp, it explodes. Each creature within 15 feet of it must make a **DC 13 Dexterity** saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. As a Medium or Large creature, the ink guardian makes two pseudopod attacks

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage.

Source: Creature Codex OGL

Kobold Chieftain

Small humanoid, lawful evil

Armor class: 17 (studded leather and shield)

Hit points: 82 (15d6 + 30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	0	+1	+2
(10)	(17)	(14)	(11)	(13)	(14)

Saving throws: Con +5 Cha +4

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic

Challenge rating: 4 (1,100 XP)

Pack Tactics. The kobold chieftain has advantage on an attack roll against a target if at least one of the chieftain's allies is within 5 feet of the target and the ally isn't incapacitated.

Laestrigonian Giant

Sunlight Sensitivity. While in sunlight, the kobold chieftain has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes 2 attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Inspiring Presence (Recharge after Short or Long Rest). The chieftain chooses up to six allied kobolds it can see within 30 feet. For the next minute, the kobolds gain immunity to the charmed and frightened conditions, and add the chieftain's Charisma bonus to attack rolls.

Source: *Tome of Beasts OGL*

Laestrigonian Giant

Large giant, chaotic evil

Armor class: 13 (natural armor)

Hit points: 95 (10d10+40)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	-1	0	-1
(20)	(14)	(18)	(9)	(11)	(8)

Senses: passive Perception 10

Languages: Common, Giant

Challenge rating: 4 (1,100 XP)

Actions

Multiattack. The Laestrigonian giant makes one greatclub attack and one bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hp except by magical means, and the target's hp maximum decreases by 3 (1d6) every 24 hours. If the target's hp maximum drops to 0 as a result of this disease, the target dies.

Greatclub. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Rock. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 60/240 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Source: *Creature Codex OGL*

Lamia

Large monstrosity, chaotic evil

Armor class: 13 (natural armor)

Hit points: 97 (13d10 + 26)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+2	+2	+3
(16)	(13)	(15)	(14)	(15)	(16)

Senses: darkvision 60 ft., passive Perception 12

Languages: Abyssal, Common

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save

DC 13). It can innately cast the following spells, requiring no material components.

At will: disguise self (any humanoid form), major image 3/day each: charm person, mirror image, scrying, suggestion 1/day: geas

Actions

Multiattack. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Intoxicating Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Source: *Systems Reference Document*

Lemurfolk Greyfur

Small humanoid, neutral

Armor class: 13 (16 with mage armor)
Hit points: 67 (15d6 + 15)
Speed: walk: 20 ft., climb: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	+3	+1	0
(9)	(16)	(12)	(16)	(12)	(10)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Lemurfolk
Challenge rating: 4 (1,100 XP)

Silent Glide. The lemurfolk can glide for 1 minute, making almost no sound. It gains a fly speed of 40 feet, and it must move at least 20 feet on its turn to keep flying. A

gliding lemurfolk has advantage on Dexterity (Stealth) checks.

Sneak Attack (1/Turn). The greyfur deals an extra 7 (2d6) damage when it hits with a weapon attack and it has advantage, or when the target is within 5 feet of an ally of the greyfur that isn't incapacitated and the greyfur doesn't have disadvantage on the attack roll.

Spellcasting. the greyfur is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The greyfur has the following wizard spells prepared:

cantrips (at will): light, mage hand, minor illusion, poison spray, resistance

1st Level (4 slots): mage armor, sleep

2nd Level (3 slots): detect thoughts, misty step

3rd Level (2 slots): lightning bolt

Actions

Kukri Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., range 20/60, one target. Hit: 5 (1d4 + 3) piercing damage.

Blowgun. Ranged Weapon Attack: +5 to hit, range 25/100 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1d4 hours. Another creature can use an action to shake the target awake and end its unconsciousness but not the poisoning.

Source: *Tome of Beasts OGL*

Lich Hound

Medium undead, neutral evil

Armor class: 14
Hit points: 119 (14d8 + 56)
Speed: walk: 30 ft., fly: 50 ft.

Manabane Scarab Swarm

STR	DEX	CON	INT	WIS	CHA
0	+4	+4	-2	0	+3
(10)	(18)	(18)	(6)	(10)	(16)

Saving throws: Dex +4 Con +4 Cha +3

Damage immunities: poison

Condition immunities: exhaustion, poisoned

Senses: blindsight 100 ft., passive Perception 14

Languages: understands Darakhul

Challenge rating: 4 (1,100 XP)

Keen Hearing and Smell. The lich hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 **Strength** saving throw or be knocked prone.

Ethereal Jaunt. As a bonus action, the lich hound can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Gut Rip. As a bonus action, the lich hound tears into any adjacent prone creature, inflicting 19 (3d12) slashing damage. The target must succeed on a DC 14 **Constitution** saving throw or be incapacitated for 1d4 rounds. An incapacitated creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.

Howl. The eerie howl of lich hounds as they close in on their prey plays havoc on the morale of living creatures that hear it. Howling requires an action, and creatures that hear the howl of a lich hound within 100 feet must succeed on a DC 14 **Wisdom** saving throw or become frightened for 5 rounds. Creatures that successfully save against this effect cannot be affected by a lich hound's howl for 24 hours.

Source: *Tome of Beasts OGL*

Manabane Scarab Swarm

Medium Swarm of Tiny beasts, unaligned

Armor class: 15 (natural armor)

Hit points: 75 (10d8 + 30)

Speed: walk: 20 ft., burrow: 5 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+3	+3	-5	+1	-4
(3)	(16)	(16)	(1)	(13)	(2)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., darkvision 30 ft., tremorsense 30 ft., passive Perception 13

Languages: -

Challenge rating: 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Magic Immunity. The manabane scarab swarm is immune to spells and other magical effects.

Scent Magic. The manabane scarab swarm can detect the presence of magical creatures, active spells or spell effects, and magical items within 120 feet.

Mana Erosion. The manabane scarab swarm consumes magic. Unattended magic items in the swarm's space at the end of the swarm's turn have their effects suppressed for 1 minute. Additionally, charged items in the swarm's space lose 1d6 charges at the start of each of the swarm's turns; items with limited uses per day lose one daily use instead, and single-use items such as potions or scrolls are destroyed. Magical effects in the swarm's space are dispelled (as if affected by dispel magic cast with +5 spellcasting ability).

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a **DC 15 Dexterity** saving throw or one randomly determined magic item in its possession is immediately affected by the Mana Erosion trait. A spellcaster hit by this attack must succeed on a **DC 15 Charisma** saving throw or one of its lowest-level, unused spell slots is expended.

Source: Tome of Beasts OGL

Mngwa

Medium aberration, neutral evil

Armor class: 16

Hit points: 91 (14d8 + 28)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	0	+3	+3
(19)	(17)	(15)	(11)	(17)	(17)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Common, Sylvan, can speak with felines

Challenge rating: 4 (1,100 XP)

Keen Smell. The mngwa has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The mngwa has advantage on attack rolls against a creature if at least one of the mngwa's allies is within 5 feet of the creature and the ally isn't incapacitated.

Running Leap. With a 10-foot running start, the mngwa can long jump up to 25 feet.

Feline Empathy. The mngwa has advantage on Wisdom (Animal Handling) checks to deal with felines.

Ethereal Coat. The armor class of the mngwa includes its Charisma modifier. All attack rolls against the mngwa have disadvantage. If the mngwa is adjacent to an area of smoke or mist, it can take a Hide action even if under direct observation.

Actions

Multiattack. The mngwa makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Source: Tome of Beasts OGL

Necrophage Ghast

Medium undead, chaotic evil

Armor class: 13

Hit points: 65 (10d8+20)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	+3	0	-1
(10)	(17)	(14)	(16)	(10)	(8)

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: Common

Challenge rating: 4 (1,100 XP)

Necrophage Stench. Any living creature that starts its turn within 30 feet of the necrophage ghast must succeed on a **DC 13 Constitution** saving throw or have disadvantage on all saving throws against spells cast by any necrophage ghast for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stench of all necrophage ghasts for the next 24 hours.

Turning Defiance. The necrophage ghaſt and any undead within 30 feet of it have advantage on ſaving throws againſt effects that turn undead.

Spellcasting. The necrophage ghaſt is a 5th-level ſpellcaſter. Its ſpellcaſting ability is Intelligence (ſpell ſave DC 13, +5 to hit with ſpell attacks). The necrophage ghaſt has the following wizard ſpells prepared: Cantrips (at will): friends, mage hand, poiſon ſpray, preſtidigitation 1ſt level (4 ſlots): charm perſon, false life, magic miſſile, ray of ſickneſs 2nd level (3 ſlots): hold perſon, inviſibility 3rd level (2 ſlots): animate dead, hypnotic pattern

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) ſlaſhing damage. If the target is a creature other than an undead, it muſt ſucceed on a DC 10 **Conſtitution** ſaving throw or be paralyzed for 1 minute. The target can repeat the ſaving throw at the end of each of its turns, ending the effect on itſelf on a ſucceſs.

Source: *Creature Codex OGL*

Nian

Large monſtroſity, chaotic neutral

Armor class: 13 (natural armor)

Hit points: 102 (12d10+36)

Speed: climb: 30 ft., ſwim: 30 ft., walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+3	-1
(18)	(11)	(17)	(11)	(16)	(9)

Damage immunities: poiſon

Condition immunities: charmed, paralyzed, poiſoned

Senses: truesight 60 ft., paſſive Perception

13

Languages: Sylvan, telepathy 60 ft.

Challenge rating: 4 (1,100 XP)

Hold Breath. The nian can hold its breath for 30 minutes.

Trampling Charge. If the nian moves at leaſt 20 feet ſtraight toward a creature and then hits it with a gore attack on the ſame turn, that target muſt ſucceed on a DC 14 **Strength** ſaving throw or be knocked prone. If the target is prone, the nian can make one ſtomp attack againſt it as a bonus action.

Tremulous. The nian is inherently fearful of loud noiſes, fire, and the color red. It will not chooſe to move toward any red object or any fiery or burning materials. If preſented forcefully with a red object, flame, or if it is dealt fire or thunder damage, the nian muſt ſucceed on a DC 13 **Wiſdom** ſaving throw or become frightened until the end of its next turn. After it has been frightened by a ſpecific red object or a particular ſource of noiſe (ſuch as clanging a weapon on a ſhield) or fire (ſuch as the burning hands ſpell), the nian can't be frightened by that ſame ſource again for 24 hours.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) piercing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 15 (2d10 + 4) bludgeoning damage.

Year's Termination (1/Day). The nian creates magical darkneſs and ſilence around it in a 15-foot-radius ſphere that moves with it and ſpreads around corners. The dark ſilence laſts as long as the nian maintains concentration, up to 10 minutes (as if concentrating on a ſpell). The nian ſees

objects in the sphere in shades of gray. Darkvision can't penetrate the darkness, no natural light can illuminate it, no sound can be created within or pass through it, and any creature or object entirely inside the sphere of dark silence is immune to thunder damage. Creatures entirely inside the darkness are deafened and can't cast spells that include a verbal component. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is destroyed.

Source: *Creature Codex OGL*

Nkosi Pridelord

Medium humanoid (shapechanger, nkosi), lawful neutral

Armor class: 16 (studded leather)

Hit points: 93 (17d8 + 17)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+1	0	0	+2
(18)	(18)	(12)	(10)	(10)	(14)

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge rating: 4 (1,100 XP)

Shapechanger. The nkosi can use its action to polymorph into a Medium lion or back into its true form. While in lion form, the nkosi can't speak and its walking speed is 50 feet. Other than its speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The nkosi has advantage on Wisdom (Perception) checks that rely on smell.

Brute. A melee weapon deals one extra die of damage when the pridelord hits with it (included in the attack).

Hunter's Maw. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a scimitar attack on the same turn, that target must succeed on a **DC 15 Strength** saving throw or be knocked prone. If the target is prone, the nkosi can make one bite attack against it as a bonus action.

Actions

Multiattack. The pridelord makes two attacks with its scimitar or with its mambele throwing knife.

Scimitar (Nkosi Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Mambele Throwing Knife (Nkosi Form Only). Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Pridelord's Roar (Recharges after a Short or Long Rest). Each nkosi of the pridelord's choice that is within 30 feet of it and can hear it can immediately use its reaction to make a bite attack. The pridelord can then make one bite attack as a bonus action.

Source: *Tome of Beasts OGL*

Oculo Swarm

Large swarm of Tiny aberrations, neutral evil

Armor class: 15

Hit points: 110 (13d10 + 39)

Speed: hover: True ft., walk: 5 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+3	-1	+2	+3
(10)	(20)	(16)	(8)	(15)	(17)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Ostinato

Senses: darkvision 60 ft., passive

Perception 16

Languages: understands Common but can't speak

Challenge rating: 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening at least 2 inches square. The swarm can't regain hit points or gain temporary hit points.

Actions

Eye Extraction. Every creature that occupies the same space as the swarm must succeed on a **DC 13 Constitution** saving throw or become temporarily blinded as their eyes strain from their sockets. This blindness lasts for as long as the affected creature remains in the same space as the oculus; it ends at the end of the blinded creature's turn if the creature is out of the oculus's space. Also, any cure spell cast on the blinded creature ends the temporary blindness, but not restoration spells. If a creature that's already temporarily blinded is targeted again by eye extraction and fails the saving throw, that creature becomes permanently blind as its eyes are pulled from their sockets to join the swarm (causing **1d8** piercing damage). Success on either saving throw renders that creature immune to eye extraction for 24 hours (but it still doesn't recover its sight until it gets out of the swarm). An oculo swarm with 50 or fewer hit points can't use this ability.

Gaze (recharge 5-6). The swarm targets every creature in its space with a gaze attack. The swarm can choose one of two effects for the attack: confusion or hold person. Every target in the swarm's space is affected unless it makes a successful **DC 14 Charisma** saving throw. Even creatures that avert their eyes or are blind can be affected by an oculus swarm's gaze. The confusion or hold person effect lasts **1d4** rounds.

Source: Tome of Beasts OGL

Ostinato

Medium aberration, chaotic neutral

Armor class: 15

Hit points: 39 (**6d8 + 12**)

Speed: fly: 50 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
-5	+5	+2	-3	+1	+3
(1)	(20)	(15)	(5)	(12)	(17)

Damage immunities: poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive

Perception 13

Languages: telepathy 200 ft.

Challenge rating: 4 (1,100 XP)

Incorporeal Movement. The ostinato can move through other creatures and objects as if they were difficult terrain. It takes **5 (1d10)** force damage if it ends its turn inside an object.

Invisibility. The ostinato is invisible as per a greater invisibility spell.

Magic Resistance. The ostinato has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ostinato makes two cacophony ray attacks.

Cacophony Ray. Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: **10 (3d6)** thunder damage.

Aural Symbiosis (1/Day). One humanoid that the ostinato can see within 5 feet of it must succeed on a **DC 13 Charisma** saving throw or the ostinato merges with it, becoming an enjoyable, repetitive tune in its host's mind. The ostinato can't be targeted by any attack, spell, or other

effect. The target retains control of its body and is aware of the ostinato's presence only as a melody, not as a living entity. The target no longer needs to eat or drink, gains the ostinato's Magic Resistance trait, and has advantage on Charisma checks. It also has disadvantage on Wisdom saving throws and it can't maintain concentration on spells or other effects for more than a single turn. The target can make a **DC 13 Wisdom** (Insight) check once every 24 hours; on a success, it realizes that the music it hears comes from an external entity. The Aural Symbiosis lasts until the target drops to 0 hit points, the ostinato ends it as a bonus action, or the ostinato is forced out by a dispel evil and good spell or comparable magic. When the Aural Symbiosis ends, the ostinato bursts forth in a thunderous explosion of sound and reappears in an unoccupied space within 5 feet of the target. All creatures within 60 feet, including the original target, take 21 (6d6) thunder damage, or half damage with a successful **DC 13 Constitution** saving throw. The target becomes immune to this ostinato's Aural Symbiosis for 24 hours if it succeeds on the saving throw or after the Aural Symbiosis ends.

Voracious Aura (1/Day). While merged with a humanoid (see Aural Symbiosis), the ostinato feeds on nearby creatures. Up to nine creatures of the ostinato's choice within 60 feet of it can be targeted. Each target must succeed on a **DC 13 Charisma** saving throw or take 3 (1d6) necrotic damage and have its hit point maximum reduced by the same amount until it finishes a long rest. The target dies if its maximum hit points are reduced to 0. Victims notice this damage immediately, but not its source.

Source: Tome of Beasts OGL

Pech Stonemaster

Small elemental, neutral good

Armor class: 16 (natural armor)

Hit points: 65 (10d6+30)

Speed: climb: 10 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+3	0
(18)	(11)	(16)	(11)	(16)	(11)

Damage immunities: poison

Condition immunities: exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive

Perception 15

Languages: Common, Terran, Undercommon

Challenge rating: 4 (1,100 XP)

Light Sensitivity. While in bright light, the pech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Innate Spellcasting. The pech stonemaster's innate spellcasting ability is Wisdom (spell save DC 13). The pech stonemaster can innately cast the following spells, requiring no material components: At will: thunderwave 3/day: shatter

Actions

Multiattack. The pech stonemaster makes two attacks: one with its pick and one with its hammer. If the pech stonemaster hits the same target with both attacks, the target must succeed on a **DC 13 Constitution** saving throw or be stunned until the start of its next turn.

Pick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Philosopher's Ghost

Hammer. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Source: *Creature Codex OGL*

Philosopher's Ghost

Medium ooze, unaligned

Armor class: 13

Hit points: 77 (14d8+14)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	-4	0	-2
(9)	(17)	(12)	(2)	(10)	(6)

Damage immunities: fire, poison

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10

Challenge rating: 4 (1,100 XP)

Illumination. The philosopher's ghost sheds bright light in a 20-foot-radius and dim light for an additional 20 feet.

Persistent Burning Form. The philosopher's ghost can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the ghost or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the philosopher's ghost can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that target takes 5 (1d10) fire damage and catches fire; until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Siege Monster. The philosopher's ghost deals double damage to objects and structures.

Water Vulnerability. If completely immersed in water, a philosopher's ghost's movement halves each round until it stops moving completely, becoming

incapacitated, and contact with it no longer causes damage. As soon as any portion of it is exposed to the air again, it resumes moving at full speed.

Actions

Multiattack. The philosopher's ghost makes two burning touch attacks.

Burning Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) fire damage. If the target is a creature, it suffers a burning lesion, taking 2 (1d4) fire damage at the start of each of its turns. Any creature can take an action to soothe the burning lesion with a successful DC 12 **Wisdom** (Medicine) check. The lesion is also soothed if the target receives magical healing.

Source: *Creature Codex OGL*

Pillar of the Lost Magocracy

Huge construct, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 90 (12d12+12)

Speed: walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-1	-5	+1	+4	-1	+1
(9)	(1)	(13)	(18)	(8)	(13)

Saving throws: Con +3 Wis +1

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 9

Languages: understands Common but can't speak, telepathy 120 ft.

Challenge rating: 4 (1,100 XP)

Mental Agility. The pillar uses its Intelligence instead of its Dexterity to determine its place in the initiative order.

Shocking Vengeance. A creature that touches the pillar or hits it with a melee attack

while within 5 feet of it takes 3 (1d6) lightning damage.

Actions

Anger of the Ancient Mage. The pillar of lost magocracy unleashes a random magical attack on a target or area within 120 feet. Roll a d4 to determine the effect: 1. Mutant Plants. Grasping tendrils of alien vegetation sprout from the ground in a 20-foot radius centered on a point the pillar can see within 120 feet. The area becomes difficult terrain, and each creature in the area must succeed on a **DC 14 Strength** saving throw or become restrained. Treat as an entangle spell, except it only lasts for **2d4** rounds. 2. Acid Rain. Corrosive acid falls from the sky centered on a point the pillar can see within 120 feet. Each creature in a 20-foot-radius, 40-foot-high cylinder must make a **DC 14 Dexterity** saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one. 3. Noxious Cloud. The pillar creates a 20-foot-radius sphere of reddish, stinging mist centered on a point it can see within 120 feet. The area is heavily obscured, and each creature inside the cloud at the start of its turn must make a **DC 14 Constitution** saving throw. On a failed save, the creature takes 13 (3d8) poison damage and is blinded until the start of its next turn. On a success, the creature takes half the damage and isn't blinded. The cloud lasts for **1d4** rounds. 4. Shrinking Ray. A bright green ray strikes a single creature within 120 feet. The creature must succeed on a **DC 14 Constitution** saving throw or be shrunk to half its size. Treat as an enlarge/reduce spell, except it lasts for **2d4** rounds.

Source: *Creature Codex OGL*

Ratatosk

Tiny celestial, chaotic neutral

Armor class: 14

Hit points: 42 (12d4 + 12)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-3 (4)	+4 (18)	+1 (12)	+3 (17)	0 (10)	+4 (18)

Saving throws: Wis +4 Cha +4

Senses: darkvision 60 ft., passive

Perception 10

Languages: Celestial, Common; telepathy 100 ft.

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. the ratatosk's spellcasting attribute is Charisma (save DC 14). It can innately cast the following spells without requiring material or somatic components:

at will: animal messenger, message, vicious mockery

1/day each: commune, mirror image

3/day each: sending, suggestion

Skitter. The ratatosk can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 14 (4d6) psychic damage and the target must make a successful **DC 14 Wisdom** saving throw or be charmed for 1 round. While charmed in this way, the creature regards one randomly determined ally as a foe.

Divisive Chatter (recharge 5-6). Up to six creatures within 30 feet that can hear the ratatosk must make **DC 14 Charisma** saving throws. On a failure, the creature is affected as if by a confusion spell for 1 minute. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Rattok

Small fiend, chaotic evil

Armor class: 14 (natural armor)

Hit points: 66 (12d6+24)

Speed: swim: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	+2	-2	-1
(10)	(16)	(14)	(14)	(6)	(9)

Damage immunities: fire, necrotic, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 8

Languages: Abyssal, Common, Void

Speech

Challenge rating: 4 (1,100 XP)

Bottled Soul (3/Day). As a bonus action, the rattok demon consumes one of the bottled souls in its possession, regaining 7 (2d4 + 2) hp and gaining advantage on all attack rolls and ability checks for 1 round. Any non-fiend who consumes a bottled soul regains 7 (2d4 + 2) hit points and must make a DC 14 Constitution saving throw. On a failure, the creature is stunned for 1 round and poisoned for 1 hour. On a success, the creature is poisoned for 1 hour.

Fire Dancer. Whenever the rattok demon is subjected to fire or necrotic damage, it takes no damage and instead is unaffected by spells and other magical effects that would impede its movement. This trait works like the freedom of movement spell, except it only lasts for 1 minute.

Magic Resistance. The rattok has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The rattok makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Necrotic Rush (Recharge 5-6). The rattok unleashes a wave of shadowy versions of itself that fan out and rake dark claws across all creatures within 15 feet. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Red Dragon Wyrmling

Medium dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 75 (10d8 + 30)

Speed: walk: 30 ft., climb: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	+1	0	+2
(19)	(10)	(17)	(12)	(11)	(15)

Saving throws: Dex +2 Con +5 Wis +2 Cha +4

Damage immunities: fire

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages: Draconic

Challenge rating: 4 (1,100 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Sap Demon

Small ooze, chaotic evil

Armor class: 13 (natural)

Hit points: 67 (15d6 + 15)

Speed: walk: 20 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-2	+1	0	+2	0
(14)	(6)	(12)	(10)	(14)	(10)

Damage immunities: bludgeoning; acid, lightning

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 90 ft. (blind beyond this radius), passive Perception 12

Languages: none in its natural form; knows the same languages as a creature it dominates

Challenge rating: 4 (1,100 XP)

Amorphous. The sap demon can move through a space as narrow as 1 inch wide without squeezing.

Season's Change. If a sap demon (or its host) takes at least 10 fire damage, it also gains the effect of a haste spell until the end of its next turn. If it takes at least 10 cold damage, it gains the effect of a slow spell until the end of its next turn.

Actions

Multiattack. The sap demon makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 12), and the sap demon uses Soul Sap on it as a bonus action.

Soul Sap. The sap demon slides down the throat of a sleeping, helpless, or grappled living creature of Medium size or smaller.

Once inside, the sap demon takes control of its host, as per the dominate monster spell (Wisdom DC 12 negates). While dominated, the host gains blindsight 90 feet. The host drips blood from its ears, nose, eyes, or from a wound that resembles the injury done to the sap demon's tree (1 damage/ hour). Damage inflicted on the host has no effect on the sap demon. If the host dies or is reduced to 0 hit points, the sap demon must leave the body within one hour.

Source: *Tome of Beasts OGL*

Selang

Medium fey, chaotic evil

Armor class: 15 (natural armor)

Hit points: 76 (9d8 + 36)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	+1	+2	+4
(18)	(15)	(18)	(12)	(14)	(19)

Saving throws: Dex +4 Con +6 Cha +6

Damage immunities: acid, lightning

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Elvish, Sylvan, Void Speech

Challenge rating: 4 (1,100 XP)

Innate Spellcasting. the selang's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

at will: dancing lights, minor illusion

3/day each: alter self, fear, sleep, suggestion

Actions

Multiattack. The selang makes two dagger attacks or two short bow attacks.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one

Serpopard

target. Hit: 6 (1d4 + 4) piercing damage, plus sleep poison.

Short Bow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 5 (1d6 + 2) piercing damage plus sleep poison.

Sleep Poison. An injured creature must succeed on a **DC 14 Constitution** saving throw or be poisoned for **2d6** rounds. A creature poisoned in this way is unconscious. An unconscious creature wakes if it takes damage, or if a creature uses its action to shake it awake.

Alien Piping. A selang can confuse and injure its enemies by playing weird, ear-bending harmonies on alien pipes, made from the beaks, cartilage, and throat sacs of a dorreq. When the selang plays a tune on these pipes, all creatures within 60 feet must make a successful **DC 14 Wisdom** saving throw or be affected by contagion, confusion, irresistible dance, or hideous laughter, depending on what alien and otherworldly music the dark satyr chooses to play. A creature that saves successfully against this psychic effect is immune to the piping for 24 hours. The selang can use each of these spell-like effects once per day.

Source: *Tome of Beasts OGL*

Serpopard

Large beast, unaligned

Armor class: 15 (natural armor)

Hit points: 85 (10d10 + 30)

Speed: walk: 40 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	-4	+1	-2
(17)	(16)	(16)	(2)	(12)	(6)

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 13

Languages: -

Challenge rating: 4 (1,100 XP)

Swamp Stealth. The serpopard gains an additional +2 to Stealth (+7 in total) in sand or swamp terrain.

Sinuuous Strikeback. The serpopard can take any number of reactions in a round, but it can react only once to each trigger.

Actions

Multiattack. The serpopard makes two bite attacks and two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Musk (Recharges after a Short or Long Rest). The serpopard releases a jet of foul-smelling musk in a 15-foot cone that lasts for **2d4** rounds. Creatures in the cone must make **DC 13 Dexterity** saving throws. If the save succeeds, the creature moves to the nearest empty space outside the cone; if the saving throw fails, the creature becomes drenched in musk. A creature that enters the area of the cone while the musk persists is saturated automatically. A creature saturated in musk is poisoned. In addition, every creature that starts its turn within 5 feet of a saturated creature must make a successful **DC 15 Constitution** saving throw or be poisoned until the start of its next turn. Serpopard musk (and the poisoning) wear off naturally in **1d4** hours. A saturated creature can end the effect early by spending 20 minutes thoroughly washing itself, its clothes, and its equipment with water and soap.

Source: *Tome of Beasts OGL*

Servant of Yig

Medium aberration, neutral evil

Armor class: 12

Hit points: 90 (12d8+36)

Speed: swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+2	+1	+2
(15)	(14)	(16)	(14)	(12)	(14)

Saving throws: Dex +4 Con +5 Wis +3 Cha +4

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 10 ft., darkvision 60 ft., passive perception 11

Languages: Abyssal, Common, Draconic, Infernal, Void Speech

Challenge rating: 4 (1,100 XP)

Magic Resistance. The Servant of Yig has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Servant of Yig's innate spellcasting ability is Charisma (spell save DC 12). The servant can innately cast the following spells, requiring no material components: 3/day each: charm person, fear 1/day: confusion

Actions

Multiattack. The servant of Yig makes two attacks: one with its bite and one with its glaive.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 10 (3d6) poison damage. The target must succeed on a **DC 13**

Constitution saving throw or become poisoned. While poisoned this way, the target is incapacitated and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 7 (1d10 + 2) slashing damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the

Servant of Yig can't constrict another target.

Source: Creature Codex OGL

Shadow Fey Guardian

Large humanoid, neutral evil

Armor class: 15 (chain shirt)

Hit points: 110 (13d10 + 39)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-2	+2	-1
(18)	(14)	(16)	(6)	(14)	(8)

Saving throws: Str +6 Con +5

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Umbral

Challenge rating: 4 (1,100 XP)

Fey Ancestry. The shadow fey guardian has advantage on saving throws against being charmed, and magic can't put it to sleep

Innate Spellcasting. the shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

1/day: misty step (when in shadows, dim light, or darkness only)

Shadow's Vigil. The shadow fey has advantage on Wisdom (Perception) checks, and magical darkness does not inhibit its darkvision.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Shoreline Scrapper

Actions

Multiattack. The shadow fey makes two pike attacks.

Pike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Javelin. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Source: *Tome of Beasts OGL*

Shoreline Scrapper

Large beast, unaligned

Armor class: 16 (natural armor)

Hit points: 93 (11d10+33)

Speed: swim: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-4	0	-3
(16)	(12)	(16)	(3)	(11)	(5)

Saving throws: Con +5

Senses: darkvision 60 ft., passive

Perception 10

Challenge rating: 4 (1,100 XP)

Amphibious. The shoreline scrapper can breathe air and water.

Magnetic Shell. At the start of each of the shoreline scrapper's turns, each creature within 5 feet of the scrapper must succeed on a DC 15 Strength saving throw or the metal items worn or carried by it stick to the scrapper's shell. A creature that is made of metal or is wearing metal armor that fails the saving throw is stuck to the shell and restrained. If the item is a weapon and the wielder can't or won't let go of the weapon, the wielder is adhered to the shell and is restrained. A stuck item can't be used. A creature can take its action to remove one creature or object from the shoreline scrapper's shell by succeeding on a DC 15 Strength check.

Items made of gold and silver are unaffected by the shoreline scrapper's Magnetic Shell. When the shoreline scrapper dies, all metal creatures and objects are released.

Metal Sense. The shoreline scrapper can pinpoint, by scent, the location of metals within 60 feet of it.

Actions

Multiattack. The shoreline scrapper makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Magnetic Pulse (Recharge 5-6). The shoreline scrapper causes a surge in the magnetic power of its shell. Each creature within 25 feet of the shoreline scrapper is subjected to its Magnetic Shell. On a failed save, a creature's metal objects or the creature itself, if it is made of metal or wearing metal armor, are pulled up to 25 feet toward the shoreline scrapper and adhere to its shell. Creatures adhered to the shoreline scrapper's shell are restrained.

Source: *Creature Codex OGL*

Skitterhaunt

Large ooze, unaligned

Armor class: 14 (natural armor)

Hit points: 95 (10d10 + 40)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+4	-5	-2	-5
(15)	(11)	(19)	(1)	(7)	(1)

Damage immunities: acid

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge rating: 4 (1,100 XP)

Broken Shell. A creature that hits the skitterhaunt with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

Infest Vermin. If the skitterhaunt damages a Medium or smaller beast, it can try to infest it as a bonus action. The damaged creature must succeed on a **DC 14 Constitution** saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. If the disease reduces its hit point maximum to 0, the skitterhaunt has devoured the creature's insides and the affected becomes a skitterhaunt, retaining its outward shell but replacing its flesh with skitterhaunt ooze.

Actions

Multiattack. The skitterhaunt makes two claw attacks and one sting attack.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 5 (1d10) acid damage, and the target is grappled (escape DC 12). The skitterhaunt has two claws, each of which can grapple one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) acid damage.

Acid Spray (Recharge 6). The skitterhaunt spits acid in a line 30 feet long and 5 feet wide. Each creature in that line takes 18 (4d8) acid damage, or half damage with a successful **DC 14 Dexterity** saving throw.

Source: Tome of Beasts OGL

Spawn of Chernobog

Large fiend, chaotic evil

Armor class: 14 (natural armor)

Hit points: 95 (10d10+40)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	0	+1	+1
(22)	(12)	(18)	(10)	(12)	(12)

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 11

Languages: understands Common, Umbral, and Undercommon but can't speak

Challenge rating: 4 (1,100 XP)

Night's Blood. If a bite wound from the spawn of Chernobog results in an infection, the black oil that drips from the spawn's jaws seeps into the wound and vanishes. After each long rest, the creature must make a **DC 14 Constitution** saving throw. On two successes, the disease is cured. On a failure, the disease progresses, forcing the creature to undergo a series of changes, in the following order. # The creature can't speak, and its tongue turns black. # The creature's eyes turn a deep red, and it gains darkvision 60 feet and the Sunlight Sensitivity trait. # The creature secretes black oil from its skin, and it has advantage on ability checks and saving throws made to escape a grapple. # The creature's veins turn black, slowly working their way up through the body from the appendages over 24 hours. # When the blackened veins reach its head after the final long rest, the creature experiences excruciating, stabbing pains in its temples. At sunset, the creature dies as the antlers of an elk burst from its head. The oil secreting from the corpse pools and forms a spawn of Chernobog at midnight.

Sunlight Sensitivity. While in sunlight, the spawn of Chernobog has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Succubus/Incubus

Multiattack. The spawn of Chernobog makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage, and the creature must succeed on a DC 14 Constitution saving throw or become infected with the night's blood disease (see the Night's Blood trait).

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Source: *Creature Codex OGL*

Succubus/Incubus

Medium fiend, neutral evil

Armor class: 15 (natural armor)

Hit points: 66 (12d8 + 12)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	+2	+1	+5
(8)	(17)	(13)	(15)	(12)	(20)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Abyssal, Common, Infernal, telepathy 60 ft.

Challenge rating: 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

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) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Source: *Systems Reference Document*

Tar Ghoul

Medium undead, neutral evil

Armor class: 13

Hit points: 66 (12d8+12)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	0	0	-1
(16)	(17)	(13)	(11)	(10)	(8)

Damage immunities: fire, poison
Condition immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Darakhul
Challenge rating: 4 (1,100 XP)

Fire Hazard. As a bonus action or when it takes fire damage, the tar ghoul bursts into flame. The tar ghoul continues burning until it takes cold damage or is immersed in water. A creature that touches the tar ghoul or hits it with a melee attack while within 5 feet of it while it is burning takes 3 (1d6) fire damage. While burning, a tar ghoul deals an extra 3 (1d6) fire damage on each melee attack, and its vomit tar action is a 15-foot cone that ignites immediately. Each creature in that area must make a **DC 13 Dexterity** saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The tar ghoul makes one bite attack and one claw attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 11 Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vomit Tar (Recharge 5-6). The tar ghoul vomits tar, covering the ground in a 10-foot square within 5 feet of it. Each creature in the area must succeed on a **DC 13 Dexterity** saving throw or be covered with tar. The tar ignites if touched by a source of fire or if a creature covered with tar takes fire damage. The tar burns for 3 (1d6) rounds or until a creature takes an

action to stop the blaze. A creature that starts its turn in the area or that starts its turn covered with burning tar takes 5 (1d10) fire damage.

Source: Creature Codex OGL

Tosculi Jeweled Drone

Small humanoid, lawful evil

Armor class: 15 (natural armor)
Hit points: 90 (12d6+48)
Speed: fly: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+4	+2	+2	+3
(10)	(18)	(18)	(14)	(14)	(17)

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Infernal, Tosculi
Challenge rating: 4 (1,100 XP)

Pheromones. The jeweled drone emits a sweet scent that empowers other tosculi within 15 feet of the drone. A tosculi that starts its turn within the area can add a d6 to one attack roll or saving throw it makes before the start of its next turn, provided it can smell the scent. A tosculi can benefit from only one Pheromones die at a time. This effect ends if the jeweled drone dies.

Scintillating Carapace. While in bright light, the jeweled drone's carapace shines and glitters. When a non-tosculi creature that can see the drone starts its turn within 30 feet of the drone, the drone can force the creature to make a **DC 12 Wisdom** saving throw if the drone isn't incapacitated. On a failure, the creature is blinded until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the drone until the start of its next turn, when it can avert its eyes again. If it looks at the

Trollkin Reaver

drone in the meantime, it must immediately make the save.

Actions

Multiattack. The jeweled drone makes three attacks: two with its claws and one with its scimitar.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 10 (3d6) poison damage. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Source: *Creature Codex OGL*

Trollkin Reaver

Medium humanoid, neutral

Armor class: 14 (hide armor)

Hit points: 82 (11d8 + 33)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	0	+1	+1
(19)	(13)	(16)	(11)	(12)	(13)

Saving throws: Con +5 Wis +3 Cha +3

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common, Trollkin

Challenge rating: 4 (1,100 XP)

Regeneration. The trollkin reaver regains 10 hit points at the start of its turn. This trait doesn't function if the trollkin took acid or fire damage since the end of its previous turn. The trollkin dies if it starts its turn with 0 hit points and doesn't regenerate.

Thick Hide. The trollkin reaver's skin is thick and tough, granting it a +1 bonus to

AC. This bonus is already factored into the trollkin's AC.

Actions

Multiattack. The trollkin raider makes three melee attacks: two with its claws and one with its bite, or two with its battleaxe and one with its handaxe, or it makes two ranged attacks with its handaxes.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands. Using the battleaxe two-handed prevents using the handaxe.

Handaxe. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Howl of Battle (Recharge 6). Up to three allies who can hear the trollkin reaver and are within 30 feet of it can each make one melee attack as a reaction.

Source: *Tome of Beasts OGL*

Trollkin Shaman

Medium humanoid, neutral

Armor class: 14 (hide armor)

Hit points: 78 (12d8+24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	0	+3	+1
(14)	(13)	(14)	(10)	(16)	(12)

Senses: darkvision 60 ft., passive
Perception 15

Languages: Common, Trollkin

Challenge rating: 4 (1,100 XP)

Regeneration. The trollkin shaman regains 5 hp at the start of its turn. If the shaman takes acid or fire damage, this trait doesn't function at the start of the shaman's next turn. The shaman dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin shaman's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Spellcasting. The trollkin shaman is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared: Cantrips (at will): druidcraft, produce flame, shillelagh 1st level (4 slots): cure wounds, entangle, faerie fire, thunderwave 2nd level (3 slots): flaming sphere, hold person 3rd level (3 slots): dispel magic, meld into stone, sleet storm 4th level (2 slots): dominate beast, grasping vine

Actions

Multiattack. The trollkin shaman makes two staff attacks.

Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Inspire Ferocity (1/Day). The trollkin shaman inspires ferocity in up to three trollkin it can see. Those trollkin have advantage on attack rolls and saving throws until the end of the shaman's next turn and gain 10 temporary hp.

Source: Creature Codex OGL

Tulpa

Medium undead, neutral evil

Armor class: 13

Hit points: 39 (6d8+12)

Speed: hover: True ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	0	+2	-1
(14)	(16)	(14)	(10)	(14)	(9)

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 12

Languages: the languages spoken by its creator

Challenge rating: 4 (1,100 XP)

Incorporeal Movement. The tulpa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Rise Again. Within a day of being slain, the tulpa reforms within 500 feet of its creator. It doesn't reform if its creator is slain, or if the creator's mental disturbance is healed. The tulpa is immune to all damage dealt to it by its creator.

It Follows. The tulpa always remains within 500 feet of its creator. As long as the tulpa is within 500 feet of its creator, the creator has disadvantage on Wisdom saving throws.

Actions

Multiattack. The tulpa makes two black claw attacks.

Black Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) necrotic damage.

Psychic Blast. Ranged Spell Attack: +4 to hit, range 120 ft., one target. Hit: 22 (4d10) psychic damage.

Tusked Skyfish

Imposing Dread (1/Day). The tulpa uses its action to fill a 40-foot radius around itself with dread-inducing psychic energy. Each creature, other than the tulpa's creator, within that area must succeed on a **DC 13 Wisdom** saving throw or be frightened of the tulpa until the end of its next turn and become cursed. A creature with an Intelligence of 5 or lower can't be cursed. While cursed by the tulpa, that creature's own thoughts turn ever more dark and brooding. Its sense of hope fades, and shadows seem overly large and ominous. The cursed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on itself on a success. If not cured within three days, the cursed creature manifests its own tulpa.

Source: *Creature Codex OGL*

Tusked Skyfish

Large aberration, lawful good

Armor class: 14 (natural armor)

Hit points: 102 (12d10 + 36)

Speed: hover: True ft., walk: 5 ft., fly: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-4	+2	0
(17)	(12)	(17)	(3)	(14)	(10)

Damage immunities: lightning

Senses: darkvision 60 ft., passive

Perception 12

Languages: -

Challenge rating: 4 (1,100 XP)

Tendril Curtain. When the tusked skyfish is flying, its wispy, electrified tendrils dangle beneath it and touch all creatures within 20 feet directly below its space as it moves. Any creatures in the path of its movement take 10 (3d6) lightning damage, or half damage with a successful **DC 13 Dexterity** saving throw.

Actions

Multiattack. The tusked skyfish makes one gore attack and one tentacles attack.

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage plus 10 (3d6) lightning damage. The target is also grappled (escape DC 13). Until this grapple ends, the target is restrained. While grappling the target, the tusked skyfish can't use this attack against other targets. When the tusked skyfish moves, a Medium or smaller target it is grappling moves with it.

Stench Spray (Recharge 5-6). The tusked skyfish sprays foul-smelling liquid in a line 20 feet long and 5 feet wide. Each creature in that line must make a successful **DC 13 Constitution** saving throw or become poisoned for 1 minute. If the saving throw fails by 5 or more, the creature falls unconscious for the same duration. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Unhatched

Small undead, chaotic evil

Armor class: 14 (natural armor)

Hit points: 71 (11d6+33)

Speed: fly: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+4	0	-1
(15)	(14)	(16)	(18)	(10)	(9)

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive

Perception 12

Languages: Common, Draconic

Challenge rating: 4 (1,100 XP)

Hatred. Deprived of parental bonds, the unhatched despise those who nurture and heal others. The unhatched has advantage on attacks against a creature whose most recent action was to heal, restore, strengthen, or otherwise aid another creature.

Minor Magic Resistance (3/Day). As a bonus action, the unhatched gives itself advantage on its next saving throw against spells or other magical effects.

Innate Spellcasting. The unhatched's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components: At will: chill touch, minor illusion 1/day: bane

Actions

Multiattack. The unhatched makes one bite attack and one claw attack.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) slashing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage plus 4 (1d8) necrotic damage.

Desiccating Breath (Recharge 5-6). The dragon exhales a cloud of choking dust infused with necrotic magic in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. A creature who fails this save can't speak until the end of its next turn as it chokes on the dust.

Source: *Creature Codex OGL*

Vaettir

Medium undead, lawful evil

Armor class: 15 (chain shirt)
Hit points: 120 (16d8 + 48)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5 (20)	+2 (14)	+3 (16)	0 (10)	+1 (12)	+2 (14)

Saving throws: Dex +4 Con +5 Wis +3 Cha +4

Damage immunities: necrotic, poison

Condition immunities: charmed, frightened, poisoned

Senses: truesight 30 ft., darkvision 60 ft., passive Perception 11

Languages: the languages it knew in life

Challenge rating: 4 (1,100 XP)

Covetous Bond. Corpse-black vaettir can see the face of any creature holding or carrying any item the vaettir ever claimed as its own. It also detects the direction and distance to items it ever owned, so long as that item is currently owned by another. If the item changes hands, the new owner becomes the target of the vaettir's hunt. Bone-white vaettir see individuals who have offended them. Neither time nor distance affects these abilities, so long as both parties are on the same plane.

Deathless. The vaettir is destroyed when reduced to 0 hit points, but it returns to unlife where it fell on the next nightfall with full hit points. It can be killed only by removing its head, burning the corpse, and dumping the ashes in the sea, or by returning it to its burial mound, placing an open pair of scissors on its chest, and driving pins through its feet.

Innate Spellcasting. the vaettir's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

2/day each: gaseous form, hunter's mark

1/day each: enlarge/reduce, phantom steed

1/week each: bestow curse, geas, remove curse

Sunlight Sensitivity. Vaettir avoid daylight. A vaettir in direct sunlight has

Venom Elemental

disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vaettir makes two greataxe attacks or two longbow attacks.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage plus 3 (1d6) necrotic damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Corpse Breath (Recharge 5-6). The vaettir spews forth a 15-foot cone of putrid gas. Those caught in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 rounds.

Maddening Gaze (1/Day). The vaettir can lock eyes with a creature and drive it mad. Any creature within 30 feet of a vaettir that is the focus of its gaze must make a DC 12 Charisma saving throw or become confused (as the spell) for 1d4 rounds. If the save is successful, the target is immune to the effect for 24 hours.

Source: *Tome of Beasts OGL*

Venom Elemental

Large elemental, neutral

Armor class: 14 (natural armor)

Hit points: 93 (11d10+33)

Speed: swim: 50 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	-2	0	-1
(17)	(14)	(16)	(6)	(10)	(8)

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Primordial but can't speak

Challenge rating: 4 (1,100 XP)

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Underwater Camouflage. The elemental has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The venom elemental makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage, and the creature must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Source: *Creature Codex OGL*

Water Horse

Medium fey, neutral evil

Armor class: 12 (in humanoid form, 14 (natural armor) in horse or hybrid form)

Hit points: 77 (14d8+14)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	0	+1	+2
(16)	(14)	(13)	(10)	(12)	(15)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Sylvan
Challenge rating: 4 (1,100 XP)

Amphibious. The water horse can breathe air and water.

Shapechanger. The water horse can use its action to polymorph into a Medium humanoid, a horse, or its true horse-humanoid hybrid form. Its statistics, other

than its size, speed, and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The water horse can use its Charming Gaze. In horse form, it then makes two bite attacks. In humanoid form, it then makes two longsword attacks. In hybrid form, it then makes two attacks: one with its bite and one with its longsword.

Bite (Hybrid or Horse Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Longsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Charming Gaze. The water horse targets one creature it can see within 30 feet of it. The target must succeed on a **DC 12 Charisma** saving throw or be charmed for 1 minute. While charmed, the target is incapacitated and can only move toward the water horse. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target has advantage on the saving throw if it has taken damage since the end of its last turn. If the target successfully saves or if the effect ends for it, the target is immune to this water horse's Charming Gaze for the next 24 hours.

Source: *Creature Codex OGL*

Water Leaper

Large monstrosity, unaligned

Armor class: 14 (natural armor)

Hit points: 97 (13d10 + 26)

Speed: walk: 5 ft., fly: 50 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-3	+1	-3
(16)	(14)	(15)	(4)	(12)	(5)

Senses: darkvision 60 ft., passive Perception 11

Languages: -

Challenge rating: 4 (1,100 XP)

Amphibious. The water leaper can breathe both air and water.

Camouflage. The water leaper has advantage on Dexterity (Stealth) checks when underwater.

Actions

Multiattack. The water leaper uses its shriek and makes one bite attack and one stinger attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the water leaper can't bite another target.

Shriek. The water leaper lets out a blood-curdling shriek. Every creature within 40 feet that can hear the water leaper must make a successful **DC 12 Constitution** saving throw or be frightened until the start of the water leaper's next turn. A creature that successfully saves against the shriek is immune to the effect for 24 hours.

Stinger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and the target must make a successful **DC 12 Constitution** saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 7 (2d6) poison damage at the start of its turn. A poisoned creature repeats the

Wereboar

saving throw at the end of its turn, ending the effect on a success.

Swallow. The water leaper makes a bite attack against a medium or smaller creature it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, and has total cover against attacks and other effects outside the water leaper. A swallowed target takes 10 (3d6) acid damage at the start of the water leaper's turn. The water leaper can have one creature swallowed at a time. If the water leaper dies, the swallowed creature is no longer restrained and can use 5 feet of movement to crawl, prone, out of the corpse.

Source: *Tome of Beasts OGL*

Wereboar

Medium humanoid, neutral evil

Armor class: 10 (10 in humanoid form, 11 (natural armor) in boar or hybrid form)
Hit points: 78 (12d8 + 24)
Speed: notes: 40 ft. in boar form ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	0	0	-1
(17)	(10)	(15)	(10)	(11)	(8)

Damage immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses: passive Perception 12
Languages: Common (can't speak in boar form)
Challenge rating: 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a **DC 13 Strength** saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a **DC 12 Constitution** saving throw or be cursed with wereboar lycanthropy.

Source: *Systems Reference Document*

Weretiger

Medium humanoid, neutral

Armor class: 12
Hit points: 120 (16d8 + 48)
Speed: notes: 40 ft. in tiger form ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	0	+1	0
(17)	(15)	(16)	(10)	(13)	(11)

Damage immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses: darkvision 60 ft., passive Perception 15

Languages: Common (can't speak in tiger form)

Challenge rating: 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 14 Strength** saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (**1d10 + 3**) piercing damage. If the target is a humanoid, it must succeed on a **DC 13 Constitution** saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (**1d8 + 3**) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) slashing damage.

Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range

150/600 ft., one target. Hit: 6 (**1d8 + 2**) piercing damage.

Source: Systems Reference Document

Wharfling Swarm

Large swarm of Tiny beasts, unaligned

Armor class: 14 (natural armor)

Hit points: 63 (**14d10 . 14**)

Speed: walk: 30 ft., climb: 30 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	-1	-4	+1	-2
(10)	(16)	(8)	(2)	(12)	(7)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 13

Languages: -

Challenge rating: 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny wharfling. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 21 (**6d6**) piercing damage, or 10 (**3d6**) piercing damage if the swarm has half of its hit points or fewer.

Locking Bite. When a creature leaves a wharfling swarm's space, **1d3** wharflings remain grappled to them (escape DC 10). Each wharfling inflicts 5 (**1d4 + 3**) piercing damage at the start of the creature's turns until it escapes from the grapples.

Pilfer. A wharfling swarm makes **1d6** Dexterity (Sleight of Hand) checks each round against every creature in the swarm's space. The DC for each check

Wind's Harp

equals 10 plus the target creature's Dexterity modifier. For each successful check, the wharflings steal some small metallic object from the target, and the theft is unnoticed if the same result equals or exceeds the target's passive Perception.

Source: Tome of Beasts OGL

Wind's Harp

Medium fiend, lawful evil

Armor class: 12 (natural armor)

Hit points: 63 (14d8)

Speed: fly: 10 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+1	0	0	0	+4
(10)	(13)	(10)	(10)	(10)	(19)

Saving throws: Wis +2 Cha +6

Damage immunities: cold, fire, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Infernal

Challenge rating: 4 (1,100 XP)

False Appearance. While the wind's harp devil remains motionless, it is indistinguishable from an ordinary object.

Magic Resistance. The wind's harp devil has advantage on saving throws against spells and other magical effects.

Strong Winds. The wind's harp devil has advantage on attack rolls against a creature if at least one of its allies is an air elemental, wind demon, or similar creature of air, is within 20 feet of the target, and isn't incapacitated. rP

Actions

Multiattack. The wind's harp devil makes two infernal noise attacks.

Infernal Noise. Ranged Spell Attack: +6 to hit, range 60 ft., one target. Hit: 9 (2d8)

psychic damage plus 3 (1d6) thunder damage.

Hellish Chorus (Recharge 5-6). The wind's harp devil creates an infernal cacophony. Each creature within 30 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) psychic damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one. Devils are immune to the hellish chorus.

Source: Creature Codex OGL

Yek

Small fiend, chaotic evil

Armor class: 16 (natural armor)

Hit points: 77 (14d6+28)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+2	-1	+1	0
(16)	(16)	(15)	(9)	(13)	(10)

Saving throws: Str +5 Dex +5 Con +4 Int +1

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 4 (1,100 XP)

Devouring Swarm. If a creature has three or more yek attached to it from a bite attack at the end of its turn, the creature must succeed on a DC 12 Constitution saving throw or its Constitution score is reduced by 1d4 as the demons feast upon the creature's flesh.

Magic Resistance. The yek has advantage on saving throws against spells and other magical effects.

Pack Tactics. The yek has advantage on attack rolls against a creature if at least one of the yek's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The yek makes one bite attack and one claw attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage, and, if the target is Large or smaller, the yek demon attaches to it. While attached, the yek demon can make this attack only against the target and has advantage on the attack roll. The yek demon can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the yek demon by succeeding on a **DC 13 Strength** check.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (3d4 + 3) slashing damage.

Source: Creature Codex OGL

Zimwi

Medium giant, chaotic evil

Armor class: 17 (natural armor)

Hit points: 76 (9d8 + 36)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+4	-2	-1	-2
(13)	(18)	(19)	(6)	(9)	(7)

Senses: darkvision 60 ft., passive

Perception 11

Languages: Giant

Challenge rating: 4 (1,100 XP)

Actions

Multiattack. The zimwi makes one claws attack and one bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature grappled by the zimwi, that creature 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 zimwi, and it takes 14 (4d6) acid damage at the start of each of the zimwi's turns. If the zimwi's stomach takes 20 damage or more on a single turn from a creature inside it, the zimwi must succeed on a **DC 14 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the zimwi. Damage done to a zimwi's stomach does not harm the zimwi. The zimwi's stomach is larger on the inside than the outside. It can have two Medium creatures or four Small or smaller creatures swallowed at one time. If the zimwi dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage, and if the target is a Medium or smaller creature and the zimwi isn't already grappling a creature, it is grappled (escape DC 11).

Source: Tome of Beasts OGL

Challenge 5

Aatxe*Large celestial, lawful good*

Armor class: 14 (natural armor)

Hit points: 105 (10d10+50)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	0	+2	+2
(22)	(12)	(20)	(10)	(14)	(14)

Condition immunities: charmed, frightened**Senses:** passive Perception 12**Languages:** understands all but can't speak**Challenge rating:** 5 (1,800 XP)

Charge. If the aatxe moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Know Thoughts. The aatxe can use an action to read the surface thoughts of one creature within 30 feet. This works like the detect thoughts spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target. Limited Speech (Humanoid Form Only). The aatxe can verbally communicate only simple ideas and phrases, though it can understand and follow a conversation without issue.

Magic Resistance. The aatxe has advantage on saving throws against spells and other magical effects.

Shapechanger. The aatxe can use its action to polymorph into a Medium male humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Paw the Earth. The aatxe lowers its horns and paws at the ground with its hooves. Each creature within 30 feet of the aatxe must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aatxe's Paw the Earth for the next 24 hours.

Legendary actions

Detect. The aatxe makes a Wisdom (Perception) check.

Gore (Costs 2 Actions). The aatxe makes one gore attack.

Bulwark (Costs 3 Actions). The aatxe flares crimson with celestial power, protecting those nearby. The next attack that would hit an ally within 5 feet of the aatxe hits the aatxe instead.

*Source: Creature Codex OGL***Air Elemental***Large elemental, neutral*

Armor class: 15

Hit points: 90 (12d10 + 24)

Speed: hover: True ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	-2	0	-2
(14)	(20)	(14)	(6)	(10)	(6)

Damage immunities: poison**Condition immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious**Senses:** darkvision 60 ft., passive

Aridni

Perception 10

Languages: Auran

Challenge rating: 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a **DC 13 Strength** saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a **DC 13 Dexterity** saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Source: *Systems Reference Document*

Aridni

Small fey, neutral evil

Armor class: 15

Hit points: 82 (15d6 + 30)

Speed: walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+5	+2	+1	0	+3
(9)	(21)	(14)	(12)	(11)	(16)

Saving throws: Dex +8

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common, Gnome, Sylvan, Void Speech

Challenge rating: 5 (1,800 XP)

Flyby. The aridni doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The aridni has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The aridni's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells:

at will: dancing lights, detect magic, invisibility

3/day: charm person, faerie fire, mage armor

1/day: spike growth

Actions

Short Sword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Pixie Bow. Ranged Weapon Attack: +8 to hit, range 40/160 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Slaver Arrows. An aridni can add a magical effect in addition to the normal damage done by its arrows. If so, the aridni chooses from the following effects:

Confusion. The target must succeed on a **DC 14 Wisdom** saving throw or become confused (as the spell) for **2d4-1** rounds.

Fear. The target must succeed on a **DC 14 Wisdom** saving throw or become frightened for **2d4** rounds.

Hideous Laughter. The target must succeed on a **DC 14 Wisdom** saving throw or become incapacitated for **2d4** rounds.

While incapacitated, the target is prone and laughing uncontrollably.

Sleep. The target must succeed on a **DC 14 Wisdom** saving throw or fall asleep for **2d4** minutes. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Source: Tome of Beasts OGL

Asanbosam

Large aberration, chaotic evil

Armor class: 14 (natural armor)

Hit points: 102 (**12d10 + 36**)

Speed: walk: 40 ft., climb: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	0	0	-3
(18)	(13)	(17)	(11)	(10)	(5)

Senses: darkvision 60 ft., passive

Perception 13

Languages: Giant

Challenge rating: 5 (1,800 XP)

Spider Climb. The asanbosam can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Arboreal. While up in trees, the asanbosam can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The asanbosam makes one bite attack and one claws attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (**2d10 + 4**) piercing damage. If the target is a creature, it must succeed on a **DC 14 Constitution** saving throw against disease. If the saving throw fails, the target takes 11 (**2d10**) poison damage immediately and becomes poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw and reduce its hit

point maximum by 5 (**1d10**) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (**3d10 + 4**) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the asanbosam can't claw a different target. If the target is a creature, it must succeed on a **DC 14 Constitution** saving throw against disease or contract the disease described in the bite attack.

Source: Tome of Beasts OGL

Barbed Devil

Medium fiend, lawful evil

Armor class: 15 (natural armor)

Hit points: 110 (**13d8 + 52**)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+1	+2	+2
(16)	(17)	(18)	(12)	(14)	(14)

Saving throws: Str +6 Con +7 Wis +5 Cha +5

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 18

Languages: Infernal, telepathy 120 ft.

Challenge rating: 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (**1d10**) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Black Knight Commander

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Source: *Systems Reference Document*

Black Knight Commander

Medium Humanoid (Any Race), lawful evil

Armor class: 18 (plate)
Hit points: 78 (12d8 + 24)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	+1	+1	+2
(18)	(10)	(14)	(12)	(13)	(15)

Saving throws: Str +7 Wis +4 Cha +5
Senses: passive Perception 1
Languages: any two languages
Challenge rating: 5 (1,800 XP)

Charge. If the black knight commander is mounted and moves at least 30 feet in a straight line toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) damage.

Hateful Aura. The black knight commander and allies within 10 feet of the commander add its Charisma modifier to weapon damage rolls (included in damage below).

Magic Weapons. The black knight commander's weapon attacks are made with magical (+1) weapons.

Actions

Multiattack. The black knight commander makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 8 (1d6 + 5) bludgeoning damage.

Lance. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Frightful Charge (Recharges after a Short or Long Rest). The black knight commander lets loose a terrifying cry and makes one melee attack at the end of a charge. Whether the attack hits or misses, all enemies within 15 feet of the target and aware of the black knight commander's presence must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Blood Elemental

Large elemental, neutral

Armor class: 14 (natural armor)
Hit points: 95 (10d10+40)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	-3	0	-3
(16)	(13)	(18)	(5)	(10)	(5)

Damage immunities: necrotic, psychic
Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10

Languages: Primordial
 Challenge rating: 5 (1,800 XP)

Coagulate. Each time the elemental takes cold damage, its speed is reduced by 10 feet until the end of its next turn.

Destroyed by Water. If the blood elemental becomes entirely submerged in water, it dissipates and dies instantly.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Blood Drain (Recharge 4-6). Each creature in the elemental's space must make a **DC 15 Constitution** saving throw. On a failure, a creature takes 10 (3d6) necrotic damage and, if it is Large or smaller, it is grappled (escape DC 13). A grappled creature is restrained and unable to breathe. If the saving throw is successful, the creature is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time.

At the start of the elemental's turn, each target grappled by it takes 10 (3d6) necrotic damage. A creature within 5 feet of the elemental can use its action to make a **DC 15 Strength** check, freeing a grappled creature on a success. When Blood Drain deals 30 or more necrotic damage, the elemental grows in size as though affected by an enlarge/reduce spell. This increase in size lasts until the blood elemental finishes a long rest.

Source: *Creature Codex OGL*

Bouda

Medium fiend, neutral evil

Armor class: 15 (natural armor)

Hit points: 93 (11d8 + 44)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	0	+1	+2
(19)	(14)	(18)	(10)	(12)	(15)

Saving throws: Dex +5 Con +7 Int +4 Cha +6

Damage immunities: fire, poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 120 ft., passive Perception 14

Languages: Common, Celestial, Infernal, Nurian; telepathy 100 ft.

Challenge rating: 5 (1,800 XP)

Shapechanger. The bouda can use its action to polymorph into a human, a hyena, or its true form, which is a hyena-humanoid hybrid. Its statistics, other than its Mephitic Claw attack, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if destroyed, before turning to dust.

Defiling Smear (1/Day). The bouda can secrete a disgusting whitish-yellow substance with the viscosity of tar to mark food and territory. As a bonus action, the bouda marks a single adjacent 5-foot space, object, or helpless creature. Any living creature within 30 feet of the smear at the start of its turn must succeed on a **DC 15 Constitution** saving throw against poison or be poisoned for 1d6 rounds. A creature that makes a successful saving throw is immune to that particular bouda's defiling smear for 24 hours. The stench of a smear remains potent for one week.

Innate Spellcasting. the bouda's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no

Bulette

material components: Constant: detect evil and good, detect magic

at will: thaumaturgy

3/day: darkness, expeditious retreat

1/day: contagion

Actions

Multiattack. The bouda makes one bite attack and one mephitic claw attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Mephitic Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage, and the target must make a successful DC 15 Constitution saving throw or become poisoned for 1 round by the visible cloud of vermin swarming around the bouda's forearms.

Ravenous Gorge. The bouda consumes the organs of a corpse in a space it occupies. It gains temporary hit points equal to the dead creature's HD that last 1 hour. Organs consumed by this ability are gone, and the creature can't be restored to life through spells and magical effects that require a mostly intact corpse.

Source: *Tome of Beasts OGL*

Bulette

Large monstrosity, unaligned

Armor class: 17 (natural armor)

Hit points: 94 (9d10 + 45)

Speed: walk: 40 ft., burrow: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+5	-4	0	-3
(19)	(11)	(21)	(2)	(10)	(5)

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Challenge rating: 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its ft. in a space that contains one or more other creatures.

Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Source: *Systems Reference Document*

Centaur Chieftain

Large monstrosity, chaotic neutral

Armor class: 16 (chain shirt, shield)

Hit points: 110 (17d8+34)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-1	+2	+2
(19)	(12)	(14)	(9)	(14)	(14)

Saving throws: Dex +4 Con +5 Wis +5

Senses: passive Perception 15

Languages: Centaur, Common, Sylvan

Challenge rating: 5 (1,800 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

Actions

Multiattack. The centaur chieftain makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the centaur chieftain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the centaur chieftain. A creature can benefit from only one

Leadership die at a time. This effect ends if the centaur chieftain is incapacitated.

Rearing Strike (Recharge 5-6). The centaur chieftain rears back on its hind legs and makes a powerful stomp with its hooves. Each creature within 15 feet of the chieftain must make a **DC 15 Dexterity** saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The attack leaves the centaur chieftain vulnerable, reducing its Armor Class by 2 until the start of its next turn.

Source: *Creature Codex OGL*

Cipactli

Medium fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 78 (12d8+24)

Speed: swim: 30 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+2 (14)	+2 (14)	0 (10)	0 (10)	0 (10)

Damage immunities: cold, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: Primordial

Challenge rating: 5 (1,800 XP)

Amphibious. The cipactli can breathe air and water.

Underwater Camouflage. The cipactli has advantage on Dexterity (Stealth) checks made while underwater.

Water Step. As a bonus action, the cipactli can liquefy itself, disappearing from its current location and reappearing in an unoccupied space it can see within 20 feet. Its current location and the new location must be connected by water in some way: a stream, ooze, soggy ground, or even runoff from a drain pipe.

Actions

Multiattack. The cipactli makes two bite attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the cipactli uses its Devouring Embrace.

Bite. Melee Weapon Attack. 6 to hit, reach 5 ft., one target. Hit: 7 (*1d8* 3) piercing damage.

Devouring Embrace. The cipactli devours a Medium or smaller creature grappled by it. The devoured target is blinded, restrained, it has total cover against attacks and other effects outside the cipactli, and it takes 14 (4d6) piercing damage at the start of each of the cipactli's turns as the fiend's lesser mouths slowly consume it.

If the cipactli moves, the devoured target moves with it. The cipactli can only devour one target at a time. A creature, including the devoured target, can take its

Clockwork Abomination

action to pry the devoured target out of the cipactli's many jaws by succeeding on a **DC 14 Strength** check.

Ancient Lullaby (Recharge 5-6). A cipactli sings a soporific, primordial song of eternal rest and divine repose from its many mouths. Each creature within 100 feet of the cipactli that can hear the song must succeed on a **DC 14 Charisma** saving throw or fall asleep and remain unconscious for 10 minutes. A creature awakens if it takes damage or another creature takes an action to wake it. This song has no effect on constructs and undead.

Source: *Creature Codex OGL*

Clockwork Abomination

Large construct, lawful evil

Armor class: 16 (natural armor)
Hit points: 76 (8d10 + 32)
Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	0	0	+1
(21)	(12)	(18)	(10)	(10)	(12)

Saving throws: Dex +4 Con +7

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Infernal

Challenge rating: 5 (1,800 XP)

Additional Legs. Four legs allow the clockwork abomination to climb at a speed equal to its base speed and to ignore difficult terrain.

Piston Reach. The abomination's melee attacks have a deceptively long reach thanks to the pistons powering them.

Immutable Form. The clockwork abomination is immune to any spell or effect that would alter its form.

Infernal Power Source. When a clockwork abomination falls to 0 hp, its infernal battery explodes. Creatures within 10 feet of the clockwork abomination take 14 (4d6) fire damage, or half damage with a successful **DC 14 Dexterity** saving throw.

Actions

Multiattack. The clockwork abomination makes one bite attack and one slam attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Slam. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage.

Breath Weapon (Recharge 5-6). The clockwork abomination's Infernal Power Source allows it to breathe fire in a 20-foot cone. Targets in this cone take 22 (4d10) fire damage, or half damage with a successful **DC 14 Dexterity** saving throw.

Source: *Tome of Beasts OGL*

Corrupting Ooze

Large ooze, neutral evil

Armor class: 12 (natural armor)
Hit points: 115 (10d10 + 60)
Speed: walk: 20 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+6	-3	-4	-5
(16)	(10)	(22)	(4)	(2)	(1)

Damage immunities: acid, fire, poison

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft., tremorsense 60 ft., passive Perception 5

Languages: -

Challenge rating: 5 (1,800 XP)

Corrupting Touch. When a corrupting ooze scores a critical hit or starts its turn with a foe grappled, it can dissolve one leather, metal, or wood item of its choosing in the possession of the target creature. A mundane item is destroyed automatically; a magical item is destroyed if its owner fails to make a successful **DC 16 Dexterity** saving throw.

Strong Swimmer. A corrupting ooze naturally floats on the surface of water. It swims with a pulsating motion that propels it faster than walking speed.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 13).

Source: *Tome of Beasts OGL*

Cueyatl Moon Priest

Small humanoid, lawful evil

Armor class: 13 (studded leather)
Hit points: 81 (18d6+18)
Speed: climb: 20 ft., swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+1	+1	0	+3	+1
(10)	(12)	(12)	(10)	(16)	(12)

Saving throws: Con +4
Senses: darkvision 60 ft., passive Perception 16
Languages: Common, Cueyatl
Challenge rating: 5 (1,800 XP)

Amphibious. The cueyatl can breathe air and water.

Jungle Camouflage. The cueyatl has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Slippery. The cueyatl moon priest has advantage on saving throws and ability checks made to escape a grapple.

Standing Leap. The cueyatl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spellcasting. The cueyatl moon priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared: Cantrips (at will): guidance, resistance, sacred flame, spare the dying 1st level (4 slots): bane, cure wounds, protection from evil and good 2nd level (3 slots): hold person, silence, spiritual weapon 3rd level (2 slots): bestow curse, spirit guardians

Actions

Morningstar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage plus 7 (2d6) poison damage.

Night's Chill (Recharge 5-6). The cueyatl moon priest harnesses moonlight, dispelling magical light in a 30-foot radius. In addition, each hostile creature within 30 feet must make a **DC 13 Constitution** saving throw, taking 16 (3d10) cold damage on a failed save, and half as much damage on a successful one. A creature that has total cover from the moon priest is not affected.

Source: *Creature Codex OGL*

Dark Voice

Medium humanoid, neutral evil

Armor class: 16 (chain mail)
Hit points: 91 (14d8+28)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+2	0	+3	+4
(14)	(10)	(15)	(11)	(16)	(18)

Derro Shadow Antipaladin

Senses: blindsight 60 ft., passive Perception 13
Languages: Common, Umbral
Challenge rating: 5 (1,800 XP)

Dark Devotion. The dark voice has advantage on saving throws against being charmed or frightened.

Regeneration. The dark voice regains 5 hp at the start of its turn if it is in an area of dim light or darkness. The dark voice only dies if it starts its turn with 0 hp and doesn't regenerate.

Sunlight Sensitivity. While in sunlight, the dark voice has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dark voice makes two attacks with its mace.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) cold damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage plus 7 (2d6) cold damage.

Whispers of Shadow (Recharge 5-6). The dark voice speaks in Umbral, whispering of what it sees beyond the dark. The area within 30 feet of the dark voice becomes dimly lit until the end of the dark voice's next turn. Only sunlight can illuminate the area brightly during this time. Each non-dark folk creature in the area must succeed on a DC 15 Charisma saving throw or take 13 (3d8) psychic damage and be frightened until the start of its next turn.

Source: *Creature Codex OGL*

Derro Shadow Antipaladin

Small humanoid, chaotic evil

Armor class: 18 (breastplate and shield)
Hit points: 82 (11d6 + 44)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+4	0	-3	+2
(11)	(18)	(18)	(11)	(5)	(14)

Saving throws: Str +3 Wis +0 Cha +5

Senses: darkvision 120 ft., passive Perception 10

Languages: Derro, Undercommon
Challenge rating: 5 (1,800 XP)

Evasive. Against effects that allow a Dexterity saving throw for half damage, the derro takes no damage on a successful save, and only half damage on a failed one.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Shadowstrike. The derro's weapon attacks deal 9 (2d8) necrotic damage (included in its Actions list).

Spellcasting. the derro is a 5th level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The derro has the following paladin spells prepared:

1st level (4 slots): hellish rebuke, inflict wounds, shield of faith, wrathful smite

2nd level (2 slots): aid, crown of madness, darkness, magic weapon

Sunlight Sensitivity. While in sunlight, the derro shadow antipaladin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro makes two scimitar attacks or two heavy crossbow attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target, Hit: 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

Infectious Insanity (Recharge 5-6). The derro chooses a creature it can see within 30 feet and magically assaults its mind. The creature must succeed on a **DC 13 Wisdom** saving throw or be affected as if by a confusion spell for 1 minute. An affected creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Dogmole Juggernaut

Large monstrosity, neutral

Armor class: 15 (chain armor)
Hit points: 126 (12d10 + 60)
Speed: walk: 30 ft., burrow: 10 ft., swim: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	-4	0	-4
(21)	(14)	(20)	(2)	(10)	(2)

Saving throws: Con +11
Senses: blindsight 30 ft., passive Perception 10
Languages: -
Challenge rating: 5 (1,800 XP)

Burrow. Dogmole juggernauts cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 10 ft. in diameter.

Ferocity (1/Day). When the dogmole juggernaut is reduced to 0 hit points, it doesn't die until the end of its next turn.

Powerful Build. A dogmole juggernaut is treated as one size larger if doing so is advantageous to it (such as during grapple checks, pushing attempts, and tripping attempts, but not for the purposes of squeezing or AC). It gains advantage against magical pushing attempts such as gust of wind or Repelling Blast.

Wormkiller Rage. Wild dogmole juggernaut packs are famed for their battles against the monsters of the dark caverns of the world. If a dogmole juggernaut draws blood against vermin, purple worms, or other underground invertebrate, it gains a 4 bonus to Strength and Constitution but suffers a -2 penalty to AC. The wormkiller rage lasts for a number of rounds equal to 1 its Constitution modifier (minimum 1 round). It cannot end the rage voluntarily while the creatures that sent it into a rage still live.

Actions

Multiattack. The dogmole juggernaut makes one claw attack and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Source: *Tome of Beasts OGL*

Drakon

Large beast, unaligned

Armor class: 16 (natural armor)
Hit points: 105 (14d10 + 28)
Speed: walk: 30 ft., fly: 60 ft., swim: 40 ft.

Dream Eater

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	-4	+1	0
(14)	(19)	(15)	(2)	(12)	(10)

Condition immunities: paralyzed

Senses: darkvision 60 ft., passive

Perception 14

Languages: -

Challenge rating: 5 (1,800 XP)

Dissolving Gaze. When a creature that can see the drakon's eyes starts its turn within 30 feet of the drakon, the drakon can force it to make a **DC 13 Constitution** saving throw if the drakon isn't incapacitated and can see the creature. On a failed saving throw, the creature takes 3 (**1d6**) acid damage, its hit point maximum is reduced by an amount equal to the acid damage it takes (which ends after a long rest), and it's paralyzed until the start of its next turn. Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the drakon until the start of its next turn, when it chooses again whether to avert its eyes. If the creature looks at the drakon before then, it must immediately make the saving throw.

Actions

Multiattack. The drakon makes one bite attack and one tail attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (**2d6 + 4**) piercing damage plus 10 (**4d4**) acid damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (**1d8 + 4**) bludgeoning damage.

Acid Breath (Recharge 5-6). The drakon exhales acidic vapors in a 15-foot cone. Each creature in that area takes 28 (**8d6**) acid damage, or half damage with a successful **DC 13 Constitution** saving throw.

Source: Tome of Beasts OGL

Dream Eater

Medium fiend, lawful evil

Armor class: 15 (natural armor)

Hit points: 75 (**10d8 + 30**)

Speed: walk: 30 ft., fly: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+3	+1	+5
(15)	(18)	(17)	(16)	(13)	(20)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 11

Languages: Celestial, Common, Draconic, Infernal, telepathy 100 ft.

Challenge rating: 5 (1,800 XP)

Shapechanger. The dream eater can use its turn to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in all forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. the dream eater's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: command

3/day: suggestion

Actions

Multiattack. The dream eater makes one bite attack and one claw attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (**2d8 + 2**) piercing damage, and the target is grappled (escape DC 12).

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 24 (**4d10 + 2**) slashing damage.

Dream Eater's Caress. A creature that ends its turn grappled by a dream eater is restrained until the end of its next turn, it takes 5 (1d4 + 3) psychic damage, and the dream eater gains the same number of temporary hit points.

Lotus Scent (Recharge 6). The dream eater secretes an oily chemical that most creatures find intoxicating. All living creatures within 30 feet must succeed on a DC 14 Constitution saving throw against poison or be poisoned for 2d4 rounds. While poisoned this way, the creature is stunned. Creatures that successfully save are immune to that dream eater's lotus scent for 24 hours.

Waking Dreams (1/Day). Every creature within 20 feet of the dream eater must make a DC 16 Charisma saving throw. Those that fail enter waking dreams and are confused (as the spell) for 6 rounds. On turns when the creature can act normally (rolls 9 or 10 for the confusion effect), it can repeat the saving throw at the end of its turn, and the effect ends early on a successful save.

Source: *Tome of Beasts OGL*

Dream Wraith

Medium undead, neutral evil

Armor class: 14

Hit points: 60 (8d8+24)

Speed: fly: 60 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+3	+1	+2	+3
(6)	(18)	(17)	(12)	(15)	(16)

Damage immunities: necrotic, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Common

Challenge rating: 5 (1,800 XP)

Create Wraith. Any humanoid that dies at the hands of a dream wraith rises 1 hour

later as a wraith under the dream wraith's control.

Incorporeal Movement. The dream wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the dream wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Sleep Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) psychic damage, and the target must succeed on a DC 14 Charisma saving throw or fall unconscious.

Steal Dreams. The dream wraith targets an unconscious or sleeping creature within 5 feet of it. The creature must succeed on a DC 14 Constitution saving throw or be reduced to 0 hp. The dream wraith gains temporary hp for 1 hour equal to the amount of hp the creature lost.

Source: *Creature Codex OGL*

Drowned Maiden

Medium undead, neutral evil

Armor class: 15 (natural armor)

Hit points: 90 (20d8)

Speed: walk: 30 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	0	0	+1	+4
(15)	(16)	(10)	(10)	(12)	(18)

Saving throws: Con +6 Cha +7

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Common
Challenge rating: 5 (1,800 XP)

Grasping Hair. The drowned maiden’s hair attacks as though it were three separate limbs, each of which can be attacked (AC 19; 15 hit points; immunity to necrotic, poison, and psychic damage; resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren’t silvered). A lock of hair can be broken if a creature takes an action and succeeds on a **DC 15 Strength** check against it.

Innate Spellcasting. the drowned maiden’s innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

at will: disguise self, silence

Actions

Multiattack. The drowned maiden makes two claw attacks and one hair attack, each of which it can replace with one kiss attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) slashing damage.

Hair. Melee Weapon Attack: +6 to hit, reach 20 ft., one target. Hit: 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 16). Three creatures can be grappled at a time.

Kiss. The drowned maiden can kiss one target that is grappled and adjacent to her. The target must succeed on a **DC 15 Charisma** saving throw or take **1d6** Strength damage.

Reel. The drowned maiden pulls a grappled creature of Large size or smaller up to 15 feet straight toward herself.

Source: Tome of Beasts OGL

Dvarapala

Huge giant, any alignment (as its patron deity)

Armor class: 14 (natural armor)
 Hit points: 136 (13d12+52)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+4	0	+3	-1
(19)	(8)	(18)	(10)	(16)	(9)

Saving throws: Str +7 Con +7 Wis +6

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 120 ft., passive Perception 16

Languages: Common; telepathy 120 ft.

Challenge rating: 5 (1,800 XP)

Divine Words. In addition to Common, a dvarapala can speak one language associated with its patron deity: Abyssal (chaotic or neutral evil deities), Celestial (good deities), or Infernal (lawful evil deities). A dvarapala who serves a neutral deity knows a language that is most appropriate for service to its deity (such as Primordial for a neutral god of elementals or Sylvan for a neutral god of nature).

Keen Senses. The dvarapala has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The dvarapala has advantage on saving throws against spells and other magical effects.

You Shall Not Pass. The dvarapala can make an opportunity attack when a hostile creature moves within its reach as well as when a hostile creature moves out of its reach. It gets one extra reaction that be used only for opportunity attacks.

Innate Spellcasting. The dvarapala’s innate spellcasting ability is Wisdom (spell save DC 14). The dvarapala can innately cast the following spells, requiring no material components: At will: sacred flame (2d8) 3/

day: thunderwave 1/day each: gust of wind, wind wall

Actions

Gada. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 25 (6d6 + 4) bludgeoning damage and if the target is Large or smaller it must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the dvarapala.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

Sweeping Strike (Recharge 4-6). The dvarapala targets one or more creatures it can see within 10 feet of it. Each target must make a DC 16 Strength saving throw, taking 24 (7d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails its save is pushed 5 feet away from the dvarapala.

Source: *Creature Codex OGL*

Earth Elemental

Large elemental, neutral

Armor class: 17 (natural armor)
Hit points: 126 (12d10 + 60)
Speed: walk: 30 ft., burrow: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+5	-3	0	-3
(20)	(8)	(20)	(5)	(10)	(5)

Damage immunities: poison

Condition immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages: Terran

Challenge rating: 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental

doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Source: *Systems Reference Document*

Eleinomae

Medium fey, chaotic evil

Armor class: 18
Hit points: 112 (15d8 + 45)
Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+3	+2	+2	+4
(13)	(19)	(16)	(14)	(14)	(19)

Saving throws: Str +4 Dex +7 Con +6 Int +5 Wis +5 Cha +7

Senses: passive Perception 1

Languages: Aquan, Common, Elvish, Sylvan

Challenge rating: 5 (1,800 XP)

Unearthly Grace. The eleinomae's Charisma modifier is added to its armor class (included above).

Reed Walk. The eleinomae can move across undergrowth or rivers without making an ability check. Additionally, difficult terrain of this kind doesn't cost it extra movement.

Innate Spellcasting. the eleinomae's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: dancing lights

3/day each: charm person, suggestion

Fellforged

2/day each: hallucinatory terrain, major image

Actions

Multiattack. The eleinomae makes three dagger attacks and one reed flower net attack.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) slashing damage plus 3 (1d6) poison damage.

Reed Flower Net. Ranged Weapon Attack: +7 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target has disadvantage on Wisdom saving throws for 1 minute, and is restrained. A creature can free itself or another creature within reach from restraint by using an action to make a successful **DC 15 Strength** check or by doing 5 slashing damage to the net (AC 10).

Source: *Tome of Beasts OGL*

Fellforged

Medium construct, lawful evil

Armor class: 15 (natural armor)

Hit points: 135 (18d8 + 54)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	+1	+2	+2
(14)	(12)	(17)	(12)	(14)	(15)

Saving throws: Str +8

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: any languages it knew in life

Challenge rating: 5 (1,800 XP)

Expelled Spirit. While the fellforged body was made to bind spirits, the wraith within is vulnerable to turning attempts. Any successful turn attempt exorcises the wraith from its clockwork frame. The

expelled wraith retains its current hp total and fights normally. The construct dies without an animating spirit.

Sunlight Sensitivity. While in sunlight, the fellforged has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unnatural Aura. All animals, whether wild or domesticated, can sense the unnatural presence of fellforged at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so, and they remain panicked as long as they are within that range.

Actions

Multiattack. The fellforged makes two necrotic slam attacks.

Necrotic Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage plus 4 (1d8) necrotic damage, and the target must succeed on a **DC 14 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the total damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Violent Escapement. With little regard for the clockwork bodies they inhabit, fellforged wraiths can stress and strain their mechanisms in such a violent manner that flywheels become unbalanced, gears shatter, and springs snap. As a bonus action, this violent burst of gears and pulleys deals 7 (2d6) piercing damage to all foes within 5 feet who fail a **DC 14 Dexterity** saving throw. Each use of this ability imposes a cumulative reduction in movement of 5 feet upon the fellforged. If its speed is reduced to 0 feet, the fellforged becomes paralyzed.

Source: *Tome of Beasts OGL*

Fidele Angel

Medium celestial, lawful good

Armor class: 16 (natural armor)

Hit points: 104 (16d8 + 32)

Speed: walk: 40 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+2	+2	+3	+4
(20)	(18)	(14)	(14)	(16)	(18)

Saving throws: Dex +7 Con +5 Int +5 Wis +6 Cha +7

Damage immunities: acid, cold

Condition immunities: charmed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Celestial, Infernal

Challenge rating: 5 (1,800 XP)

Shapechange. The angel can change between winged celestial form, its original mortal form, and that of a Medium-sized eagle. Its statistics are the same in each form, with the exception of its attacks in eagle form.

Ever Touching. Fidele angels maintain awareness of their mate's disposition and health. Damage taken by one is split evenly between both, with the original target of the attack taking the extra point when damage doesn't divide evenly. Any other baneful effect, such as ability damage, affects both equally.

Innate Spellcasting. the angel's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: guidance, light, purify food and drink, spare the dying

3/day: cure wounds, scorching ray (5 rays)

1/day: bless, daylight, detect evil and good, enhance ability, hallow, protection from evil and good

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

Magic Weapons. The angel's weapon attacks are magical while it is in eagle form.

To My Lover's Side. If separated from its mate, each fidele angel can use both plane shift and teleport 1/day to reunite.

Unshakeable Fidelity. Fidele angels are never voluntarily without their partners. No magical effect or power can cause a fidele angel to act against its mate, and no charm or domination effect can cause them to leave their side or to change their feelings of love and loyalty toward each other.

Actions

Multiattack. The angel makes two longsword attacks or two longbow attacks; in eagle form, it instead makes two talon attacks and one beak attack.

+1 Longsword (Mortal or Angel Form Only). Melee Weapon Attack: 9 to hit, reach 5 ft., one target. Hit: 10 (*1d8 + 6*) slashing damage or 11 (*1d10* 6) slashing damage if used with two hands.

+1 Longbow (Mortal or Angel Form Only). Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Beak (Eagle Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Talons (Eagle Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Source: Tome of Beasts OGL

Fierstjerren

Medium undead, neutral evil

Armor class: 14 (studded leather)

Hit points: 105 (14d8+42)

Speed: walk: 30 ft.

Fire Elemental

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+2	0	+1
(16)	(15)	(16)	(14)	(11)	(12)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses: passive Perception 13

Languages: Common

Challenge rating: 5 (1,800 XP)

Apotheosis. When the fierstjerren has 80 hp or fewer, the spirit within it tears free and tendrils of necrotic energy erupt from its skin. When it hits with any weapon, the weapon deals an extra 4 (1d8) necrotic damage. When it has 60 hp or fewer, its weapon attacks instead deal an extra 9 (2d8) necrotic damage. When it has 40 hp or fewer, its weapon attacks instead deal an extra 13 (3d8) necrotic damage.

Thrall Watch. A fierstjerren with thralls can't be surprised and attacks from hiding don't gain advantage against it.

Actions

Multiattack. The fierstjerren makes two sword attacks.

Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Terrifying Glare. The fierstjerren targets one creature it can see within 30 feet of it. If the creature can see the fierstjerren, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the fierstjerren's next turn.

Thrall Enslavement. The fierstjerren targets one humanoid it can see within 30 feet of it that has a CR up to 1/2. The humanoid must succeed on a DC 15 Wisdom saving throw or be magically charmed by the fierstjerren. The fierstjerren can telepathically communicate with any creature it has charmed. The charmed target can't take reactions and obeys the

fierstjerren's verbal and telepathic commands. A fierstjerren can have up to twelve charmed thralls at one time. A charmed thrall loses the memories of its previous life and devotes itself to the fierstjerren and the cult. The charm lasts for 24 hours or until the fierstjerren is destroyed, is more than 300 feet from the charmed target, or takes a bonus action to end the effect. The fierstjerren can attempt to reassert control over all of its thralls by using this action. Each thrall can repeat the saving throw when the fierstjerren uses this action to reassert control.

Source: Creature Codex OGL

Fire Elemental

Large elemental, neutral

Armor class: 13

Hit points: 102 (12d10 + 36)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	-2	0	-2
(10)	(17)	(16)	(6)	(10)	(7)

Damage immunities: fire, poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Ignan

Challenge rating: 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Source: Systems Reference Document

Flesh Golem

Medium construct, neutral

Armor class: 9

Hit points: 93 (11d8 + 44)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+4	-2	0	-3
(19)	(9)	(18)	(6)	(10)	(5)

Damage immunities: lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its

turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a **DC 15 Charisma** (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Source: Systems Reference Document

Gargoctopus

Large monstrosity, neutral

Ghoul, Iron

Armor class: 13 (natural armor)
Hit points: 104 (**16d10**+16)
Speed: climb: 20 ft., swim: 40 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	+4	+3	+2
(18)	(13)	(12)	(19)	(16)	(14)

Senses: darkvision 60 ft., passive Perception 16

Languages: telepathy 100 ft.

Challenge rating: 5 (1,800 XP)

Amphibious. The gargoctopus can breathe air and water.

Shifting Camouflage. The gargoctopus has advantage on Dexterity (Stealth) checks made to hide.

Spider Climb. The gargoctopus can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The gargoctopus makes four tentacle attacks or one bite attack and three tentacle attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (**3d8** + 4) piercing damage.

Tentacle. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 11 (**2d6** + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained, the gargoctopus can automatically hit the target with its tentacle, and it can't use the same tentacle on another target. The gargoctopus can grapple up to four creatures at one time.

Fling. One Medium or smaller creature grappled by the gargoctopus is thrown up to 20 feet in a random direction and is knocked prone. If the target strikes a solid surface, the target takes 7 (**2d6**)

bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a **DC 12 Dexterity** saving throw or take the same damage and be knocked prone.

Tentacle Slam (Recharge 5-6). The gargoctopus slams the creatures grappled by it into a solid surface. Each grappled creature must make a **DC 15 Constitution** saving throw. On a failure, a target takes 10 (**3d6**) bludgeoning damage and is stunned until the end of the gargoctopus' next turn. On a success, a target takes half the damage and isn't stunned.

Ink Cloud (Recharge 6). A 20-foot-radius cloud of darkness extends around the gargoctopus. The area is heavily obscured until the start of the gargoctopus' next turn. If underwater, the gargoctopus can use the Dash action as a bonus action after releasing the cloud.

Source: Creature Codex OGL

Ghoul, Iron

Medium undead, lawful evil

Armor class: 16 (breastplate)
Hit points: 143 (**22d8** + 44)
Speed: walk: 30 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	+2	+2	+2
(18)	(16)	(14)	(14)	(14)	(14)

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Darakhul, Undercommon

Challenge rating: 5 (1,800 XP)

Turning Defiance. The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The iron ghoule makes one bite attack and one claw attack, or three glaive attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 13 Constitution** saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is humanoid, it must succeed on a separate **DC 13 Constitution** saving throw or contract darakhul fever.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 13 Constitution** saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is humanoid, it must succeed on a separate **DC 13 Constitution** saving throw or contract darakhul fever.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (1d10 + 4) slashing damage.

Heavy Bone Crossbow. Ranged Weapon Attack: +6 to hit, range 100/400, one target. Hit: 8 (1d10 + 3) piercing damage.

Source: Tome of Beasts OGL

Giant Crocodile

Huge beast, unaligned

Armor class: 14 (natural armor)
Hit points: 85 (9d12)
Speed: walk: 30 ft., swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5 (21)	-1 (9)	+3 (17)	-4 (2)	0 (10)	-2 (7)

Senses: passive Perception 10
Challenge rating: 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 16 Strength** saving throw or be knocked prone.

Source: Systems Reference Document

Giant Shark

Huge beast, unaligned

Armor class: 13 (natural armor)
Hit points: 126 (11d12)
Speed: swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6 (23)	0 (11)	+5 (21)	-5 (1)	0 (10)	-3 (5)

Senses: blindsight 60 ft., passive Perception 13
Challenge rating: 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Gladiator

Bite. Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Source: *Systems Reference Document*

Gladiator

Medium humanoid, any alignment

Armor class: 16 (studded leather, shield)
Hit points: 112 (15d8)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	0	+1	+2
(18)	(15)	(16)	(10)	(12)	(15)

Saving throws: Str +7 Dex +5 Con +6

Senses: passive Perception 11

Languages: any one language (usually Common)

Challenge rating: 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Source: *Systems Reference Document*

Gorgon

Large monstrosity, unaligned

Armor class: 19 (natural armor)
Hit points: 114 (12d10 + 48)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-4	+1	-2
(20)	(11)	(18)	(2)	(12)	(7)

Condition immunities: petrified

Senses: darkvision 60 ft., passive

Perception 14

Challenge rating: 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

Source: *Systems Reference Document*

Half-Red Dragon Veteran*Medium humanoid, any alignment*

Armor class: 18 (plate)
 Hit points: 65 (10d8 + 20)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	0	0	0
(16)	(13)	(14)	(10)	(11)	(10)

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages: Common, Draconic
Challenge rating: 5 (1,800 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5-6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Hill Giant*Huge giant, chaotic evil*

Armor class: 13 (natural armor)
 Hit points: 105 (10d12 + 40)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-3	-1	-2
(21)	(8)	(19)	(5)	(9)	(6)

Senses: passive Perception 12
Languages: Giant
Challenge rating: 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Source: Systems Reference Document

Hound Of The Night*Large monstrosity, unaligned*

Armor class: 16 (natural armor)
 Hit points: 112 (15d10 + 30)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+2	-1	+2	0
(20)	(16)	(14)	(9)	(14)	(10)

Saving throws: Dex +6 Con +5 Wis +5

Damage immunities: cold

Senses: darkvision 60 ft., passive Perception 15

Languages: understands Elvish and Umbral but can't speak

Challenge rating: 5 (1,800 XP)

Blood Scent. A hound of the night can follow a scent through phase shifts, ethereal movement, dimension door, and

Hulking Whelp

fey steps of any kind. Teleport and plane shift are beyond their ability to follow.

Innate Spellcasting. the hound's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

at will: dimension door

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Frost Breath (Recharge 5-6). The hound exhales a 15-foot cone of frost. Those in the area of effect take 44 (8d10) cold damage, or half damage with a successful DC 13 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Hulking Whelp

Small fey, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 94 (9d12 + 36)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-2	+2	-1
(21)	(10)	(18)	(7)	(14)	(9)

Senses: impaired sight 30 ft., passive

Perception 12

Languages: -

Challenge rating: 5 (1,800 XP)

Calm State. When a hulking whelp is calm and unafraid, it uses the following statistics instead of those listed above: Size Small; HP 9 (6d6 + 12); Speed 20 ft.; STR 8 (-1); CON 6 (-2); Languages Common, Sylvan

Poor Senses. A hulking whelp has poor hearing and is nearsighted. It can see in

normal or dim light up to 30 feet and hear sounds from up to 60 feet away.

Unleashed Emotion. When a hulking whelp feels threatened - it's touched, intimidated, cornered, attacked, or even just if a stranger moves adjacent to the whelp - it immediately grows from size Small to Huge as a reaction. If the whelp was attacked, this reaction occurs after the attack is made but before damage is done. Nearby creatures and objects are pushed to the nearest available space and must make a successful DC 15 Strength saving throw or fall prone. Weapons, armor, and other objects worn or carried by the hulking whelp grow (and shrink again) proportionally when it changes size. Overcome by raw emotion, it sets about destroying anything and everything it can see (which isn't much) and reach (which is quite a lot). The transformation lasts until the hulking whelp is unaware of any nearby creatures for 1 round, it drops to 0 hit points, it has 5 levels of exhaustion, or it's affected by a calm emotions spell or comparable magic. The transformation isn't entirely uncontrollable; people or creatures the whelp knows and trusts can be near it without triggering the reaction. Under the wrong conditions, such as in a populated area, a hulking whelp's Unleashed Emotion can last for days.

Actions

Multiattack. The hulking whelp makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Source: *Tome of Beasts OGL*

Iron Sphere

Small construct, unaligned

Armor class: 16 (natural armor)

Hit points: 60 (8d6+32)

Speed: burrow: 10 ft., climb: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	-3	0	-4
(16)	(13)	(18)	(4)	(10)	(3)

Damage immunities: lightning, necrotic, poison, psychic, radiant

Condition immunities: charmed, exhaustion, frightened, poisoned, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages: understands the languages of its creator but can't speak

Challenge rating: 5 (1,800 XP)

Immutable Form. The sphere is immune to any spell or effect that would alter its form.

Siege Monster. The sphere deals double damage to objects and structures.

Standing Leap. The sphere can launch itself into the air by extending the rods within it like pistons. The sphere's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Tunneler. The sphere can burrow through solid rock at half its burrow speed and leaves a 5-foot-wide, 5-foot-high tunnel in its wake.

Actions

Multiattack. The iron sphere makes three melee attacks.

Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Piston. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Spike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Lightning Cannon (Recharge 5-6). The sphere extends a metal rod from one of its many facets and fires a bolt of lightning in a 20-foot line that is 5 feet wide. Each

creature in that line must make a DC 15 **Dexterity** saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Karakura

Medium fiend, neutral evil

Armor class: 15 (natural armor)

Hit points: 76 (17d8)

Speed: fly: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	0	+2	+1	+5
(7)	(18)	(11)	(15)	(13)	(20)

Saving throws: Cha +8

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: Abyssal, Common, Infernal, telepathy 60 ft.

Challenge rating: 5 (1,800 XP)

Night Walkers. The karakura can only exist on the Material Plane at night or underground. Spells or effects that count as sunlight cast the fiend back to the Plane of Shadow for 1d4 hours.

Shapechanger. The karakura can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The karakura can telepathically communicate with any creature it has charmed at any distance and across different planes.

Actions

Multiattack. The karakura makes three claw attacks and can use Charm or Shroud in Darkness, if it is available.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Charm. One humanoid the karakura can see within 30 feet of it must succeed on a **DC 15 Wisdom** saving throw or be magically charmed until dawn. The charmed target obeys the fiend's commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw to end the effect. If the target successfully saves, or if the effect on it ends, the target is immune to this karakura's Charm for the next 24 hours.

The karakura can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Shroud in Darkness (Recharge 5-6). Bands of shadow stretch out from the karakura and wrap around a target it can see within 30 feet. The target must succeed on a **DC 15 Charisma** saving throw or be translocated to the Plane of Shadow for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a target exits the shroud, it appears in an unoccupied space within 10 feet of the karakura.

The karakura can have only one target in its shroud at a time. It can release a target as a bonus action.

While in the Plane of Shadow, the target is bombarded with horrific images and sensations. Each round it remains in the Plane of Shadow, it must succeed on a **DC 15 Charisma** saving throw or gain one short-term madness. A target held in the shroud is released when the karakura dies.

Shadow Walk. The karakura can magically enter the Plane of Shadow from the Material Plane, or vice versa.

Source: *Creature Codex OGL*

Kikimora

Medium fey, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 65 (10d8 + 20)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (13)	+4 (18)	+2 (15)	+1 (12)	+3 (16)	+5 (21)

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Sylvan

Challenge rating: 5 (1,800 XP)

Magic Resistance. The kikimora has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the kikimora's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

at will: invisibility (self only), mage hand, mending, minor illusion, prestidigitation

3/day each: animal friendship, blinding smite, sleep

1/day each: insect plague, major image

Actions

Multiattack. The kikimora makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Hidey-Hole. When a kikimora chooses a house to inhabit, she scrawls a symbol on a wall, baseboard, cupboard, or semi-permanent object (like a stove) to be her tiny domain. This ability creates a hidden extra-dimensional dwelling. After creating a hidey-hole, a kikimora can teleport herself and up to 50 lb of objects to the designated location instead of making a normal move. This extradimensional space can only be entered by the kikimora or by a creature using a plane shift spell or ability. The

location can be determined by casting detect magic in the area of the sigil, but it takes a successful **DC 15 Intelligence** (Arcana) check to plane shift into the space. Inside the hidey-hole, a kikimora can see what is going on outside the space through a special sensor. This sensor functions like a window, and it can be blocked by mundane objects placed in front of the sigil. If she leaves an item in her space, it remains there even if she removes the sigil and places it in another location. If someone else removes the sigil, all contents are emptied into the Ethereal Plane (including any beings within her hidey-hole at the time). In this case, the kikimora can attempt a **DC 15 Charisma** saving throw to instead eject herself (but none of her possessions) into a space adjacent to the sigil.

Source: *Tome of Beasts OGL*

Knight of the Road

Medium humanoid, lawful evil

Armor class: 16 (breastplate)

Hit points: 117 (18d8+36)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+1	+3
(14)	(18)	(14)	(14)	(12)	(16)

Saving throws: Dex +7 Con +5 Wis +4 Cha +6

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Umbral

Challenge rating: 5 (1,800 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Keen Sight. The shadow fey has advantage on Wisdom (Perception) checks that rely on sight.

Obscure the Way (1/Day). As a bonus action, the shadow fey designates a creature it can

see within 100 feet and obscures the creature and its companions' travel on a particular shadow road. That shadow road will not open for the designated creature or its traveling companions except through powerful magical means such as by a key of Veles. In addition, that shadow road won't lead to its usual destination for the designated creature or its traveling companions, instead leading the group in a meandering loop. This effect lasts for 9 (2d8) days, until the shadow fey removes the effect, or until the shadow fey dies.

Shadow Traveler (3/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendrill of inky smoke appears at the origin and destination when it uses this trait.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The knight of the road makes two longsword attacks or two shortbow attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Lance. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage and the target must succeed on a **DC 15 Constitution** saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving

Kongamato

throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Kongamato

Large beast, unaligned

Armor class: 16 (natural armor)

Hit points: 112 (15d10 + 30)

Speed: walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+2	-4	0	-2
(19)	(18)	(14)	(2)	(10)	(7)

Senses: passive Perception 11

Languages: -

Challenge rating: 5 (1,800 XP)

Flyby. The kongamato doesn't provoke an opportunity attacks when it flies out of an enemy's reach.

Breaker of Boats. The kongamato deals double damage to objects and structures made of wood or lighter materials.

Carry Off. A single kongamato can carry away prey up to 50 lbs, or a single rider under that weight. A group of them can carry up to 100 lbs.

Actions

Multiattack. The kongamato makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the kongamato can't bite another target. When the kongamato moves, any target it is grappling moves with it.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Source: *Tome of Beasts OGL*

Kryt

Medium humanoid, neutral evil

Armor class: 15 (natural armor)

Hit points: 120 (16d8+48)

Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+3	-2	+4	-2
(20)	(10)	(16)	(6)	(18)	(6)

Condition immunities: exhaustion

Senses: darkvision 60 ft., passive

Perception 17

Languages: Common

Challenge rating: 5 (1,800 XP)

Hold Breath. The kryt can hold its breath for 15 minutes.

Prophetic Vision (1/Turn). The kryt catches a glimpse of the immediate future and gains advantage on one attack roll or one saving throw.

Actions

Multiattack. The kryt makes three attacks: one with its bite and two with its quarterstaff.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage

Quarterstaff. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage if used with two hands.

Source: *Creature Codex OGL*

Labyrinth Keeper

Large monstrosity, chaotic evil

Armor class: 15 (natural armor)
 Hit points: 119 (14d10+42)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+1	+3
(18)	(11)	(16)	(10)	(12)	(16)

Senses: darkvision 60 ft., passive Perception 17

Languages: Abyssal

Challenge rating: 5 (1,800 XP)

Charge. If the labyrinth keeper moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength** saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur labyrinth keeper can perfectly recall any path it has traveled.

Reckless Caster. At the start of its turn, the minotaur labyrinth keeper can gain advantage on all spell attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Innate Spellcasting. The minotaur labyrinth keeper's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: acid arrow, fire bolt, locate object, misty step 2/day each: inflict wounds, stone shape

Actions

Multiattack. The minotaur labyrinth keeper makes two attacks: one with its gore and one with its shortsword.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Source: Creature Codex OGL

Lindwurm

Large dragon, neutral evil

Armor class: 15
 Hit points: 136 (16d10 + 48)
 Speed: walk: 40 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+5	+3	-2	+1	-1
(18)	(20)	(16)	(6)	(12)	(8)

Saving throws: Str +7 Dex +8 Con +6

Damage immunities: cold

Condition immunities: paralyzed, prone, unconscious

Senses: darkvision 60 ft., tremorsense 120 ft. on ice, passive Perception 14

Challenge rating: 5 (1,800 XP)

Lindwurm Fever. A creature infected with this disease by a lindwurm's bite gains one level of exhaustion an hour after being infected. The creature must make a **DC 14 Constitution** saving throw after each long rest. On a failure, the creature gains one level of exhaustion and recovers no hit dice from the long rest. On a success, the creature recovers from one level of exhaustion and regains hit dice normally. If the infected creature reduces itself to zero exhaustion by making successful saving throws, the disease is cured.

Skittering Skater. Lindwurms suffer no penalties from difficult terrain on ice and are immune to the effects of the grease spell.

Snake Belly. When lying with its sensitive stomach on the ice, a lindwurm can sense approaching creatures by the vibrations they cause, granting them tremorsense.

Actions

Lord Zombie

Multiattack. The lindwurm makes one bite attack, one claw attack, and one constrict attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or contract lindwurm fever.

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) slashing damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lindwurm can constrict only this target.

Source: *Tome of Beasts OGL*

Lord Zombie

Medium undead, neutral evil

Armor class: 15 (natural armor)

Hit points: 82 (11d8+33)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	0	+1	+2
(16)	(14)	(16)	(10)	(13)	(15)

Saving throws: Con +6 Wis +4

Damage immunities: necrotic, poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: the languages it knew in life

Challenge rating: 5 (1,800 XP)

Legendary Resistance (3/Day). If the lord fails a saving throw, it can choose to succeed instead.

Stench. Any non-undead creature that starts its turn within 30 feet of the lord must succeed on a DC 16 Constitution saving throw or be poisoned until the start

of the creature's next turn. On a successful saving throw, the creature is immune to the lord's Stench for 24 hours.

Undead Fortitude. If damage reduces the lord to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the lord drops to 1 hp instead.

Actions

Multiattack. The lord zombie makes two slam attacks. It can use its Life Drain in place of one slam attack.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the lord's control, unless the humanoid is restored to life or its body is destroyed. The lord can have no more than twenty zombies under its control at one time.

Legendary actions

Shambling Hordes. The lord telepathically commands all zombies it controls within 1 mile to immediately move up to half their speed. A zombie that moves out of an enemy's reach because of this movement doesn't provoke an opportunity attack. Life Drain (Costs 2 Actions). The lord makes a life drain attack. Arise (Costs 3 Actions). The lord targets a humanoid corpse within 30 feet, which rises as a zombie under the lord's control.

Source: *Creature Codex OGL*

Lorelei

Medium fey, chaotic evil

Armor class: 15 (18 mage armor)

Hit points: 76 (9d8 + 36)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+4	+3	+3	+6
(10)	(21)	(18)	(16)	(16)	(23)

Saving throws: Con +8 Cha +9

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common, Sylvan

Challenge rating: 5 (1,800 XP)

Alluring Presence. All humanoid within 30 feet of a lorelei who look directly at her must succeed on a **DC 17 Charisma** saving throw or be drawn to her in the most direct path, regardless of the danger. This compulsion fades once the person gets within 5 feet of the lorelei. A creature can avoid this effect for one full round by choosing to avert its eyes at the start of its turn, but it then has disadvantage on any attacks or other rolls directed against the lorelei until the start of its next turn. A lorelei can suppress or resume this ability as a bonus action. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Unearthly Grace. A lorelei applies her Charisma modifier to all of her saving throws in place of the normal ability modifier.

Water Spirit. The lorelei is under the effect of freedom of movement whenever she is in contact with a body of water.

Spellcasting. the lorelei is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She requires no material components to cast her spells. The lorelei has the following sorcerer spells prepared:

cantrips (at will): detect magic, guidance, light, mending, poison spray, prestidigitation

1st level (4 slots): comprehend languages, fog cloud, mage armor, ray of sickness

2nd level (3 slots): hold person, misty step, suggestion

3rd level (3 slots): hypnotic pattern, gaseous form, water walk

4th level (2 slots): dominate beast, ice storm

Actions

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Charm. The lorelei targets one humanoid she can see within 30 feet of her. If the target can see or hear the lorelei, it must succeed on a **DC 17 Wisdom** saving throw against this magic or be charmed by the lorelei. The charmed target regards the lorelei as its one, true love, to be heeded and protected. Although the target isn't under the lorelei's control, it takes the lorelei's requests or actions in the most favorable way it can. Each time the lorelei or her companions cause the target to take damage, directly or indirectly, it repeats the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the lorelei is killed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Stunning Glance. The lorelei mentally disrupts a creature within 30 feet with a look. The target must succeed on a **DC 17 Wisdom** saving throw or be stunned for 2 rounds. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Source: Tome of Beasts OGL

Mandriano*Large plant, lawful evil*

Armor class: 13 (natural armor)

Hit points: 60 (8d10+16)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-2	+2	0	0	-2
(15)	(6)	(15)	(10)	(10)	(7)

Damage immunities: poison**Condition immunities:** exhaustion, poisoned**Senses:** darkvision 60 ft., passive

Perception 13

Languages: understands Common and Sylvan, but can't speak**Challenge rating:** 5 (1,800 XP)**Actions****Multiattack.** The mandriano makes two swipe attacks.**Swipe.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. It can grapple up to three creatures.**Consume the Spark.** The mandriano drains the essence of one grappled target. The target must make a **DC 14 Constitution** saving throw, taking 13 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the mandriano regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way rises 24 hours later as a zombie or skeleton under the mandriano's control, unless the humanoid is restored to life or its body is destroyed. The mandriano can control up to twelve undead at one time.*Source: Creature Codex OGL***Matriarch Serpentine Lamia***Large monstrosity, neutral evil*

Armor class: 15 (natural armor)

Hit points: 90 (12d8+36)

Speed: climb: 20 ft., swim: 20 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+3	-1	+2	+4
(12)	(17)	(16)	(8)	(15)	(19)

Senses: darkvision 60 ft., passive

Perception 12

Languages: Abyssal, Common**Challenge rating:** 5 (1,800 XP)**Serpent Strike.** The matriarch serpentine lamia has advantage on attack rolls against a creature she has surprised or that is charmed by her or her allies.**Snake Body.** The matriarch serpentine lamia has advantage on saving throws and ability checks against being knocked prone.**Speak with Snakes.** The matriarch serpentine lamia can communicate with snakes as if they shared a language.**Innate Spellcasting.** The matriarch serpentine lamia's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components. At will: animal friendship (snakes only), disguise self (any humanoid form), suggestion 3/day each: animal messenger (snakes only), charm person, hypnotic pattern, moonbeam 1/day each: compulsion, vampiric touch**Actions****Multiattack.** The matriarch serpentine lamia makes three attacks, but can use her constrict and Debilitating Touch attacks only once each.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, the matriarch can automatically hit the target with her constrict, and she can't constrict another target.

Debilitating Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: The target is magically cursed for 10 minutes. Until the curse ends, the target has disadvantage on Dexterity and Strength saving throws and ability checks.

Seduce. One humanoid the matriarch serpentine lamia can see within 30 feet of her must succeed on a DC 15 Charisma saving throw or be magically charmed for 1 day. The charmed target obeys the matriarch's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends on it, the target is immune to the matriarch's Seduce for the next 24 hours. The matriarch can have only one target seduced at a time. If it seduces another, the effect on the previous target ends.

Source: *Creature Codex OGL*

Mi-Go

Medium plant, neutral evil

Armor class: 17 (natural armor)

Hit points: 76 (8d8 + 40)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+5	+7	+2	+1
(16)	(19)	(21)	(25)	(15)	(13)

Saving throws: Str +6 Con +8 Cha +4

Senses: blindsight 30 ft., darkvision 240 ft., passive Perception 15

Languages: Common, Mi-go, Void Speech

Challenge rating: 5 (1,800 XP)

Astral Travelers. Mi-go do not require air or heat to survive, only sunlight (and very little of that). They can enter a sporulated form capable of surviving travel through the void and returning to consciousness when conditions are right.

Sneak Attack (1/Turn). The mi-go does an extra 7 (2d6) damage when it hits a target with a claw attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mi-go that isn't incapacitated and the mi-go doesn't have disadvantage on the attack roll.

Disquieting Technology. The mi-go are a highly advanced race, and may carry items of powerful technology. Mi-go technology can be represented using the same rules as magic items, but their functions are very difficult to determine: identify is useless, but an hour of study and a successful DC 19 Arcana check can reveal the purpose and proper functioning of a mi-go item.

Actions

Multiattack. The mi-go makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 13). If both claw attacks strike the same target in a single turn, the target takes an additional 13 (2d12) psychic damage.

Source: *Tome of Beasts OGL*

Moon Drake

Medium dragon, neutral

Armor class: 15

Hit points: 76 (9d8+36)

Speed: fly: 100 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+4	+1	+4	+2
(10)	(20)	(19)	(13)	(18)	(14)

Condition immunities: paralyzed, unconscious
Senses: darkvision 120 ft., passive Perception 14
Languages: Celestial, Common, Draconic
Challenge rating: 5 (1,800 XP)

Curative Saliva. The moon drake’s saliva can be bottled, distilled, and used in 1-ounce doses. An afflicted lycanthrope that drinks this concoction is instantly cured of lycanthropy, requiring no saving throw. This draught can’t cure a natural-born lycanthrope of the curse of lycanthropy.

Moonbound. A moon drake’s power waxes and wanes with the moon. Under a full moon, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and its weapon attacks deal an additional 3 (1d6) radiant damage. Under a new moon, it has vulnerability to bludgeoning, piercing, and slashing damage. Under any other moon, it gains no extra traits.

Actions

Multiattack. The moon drake makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 5 (1d10) radiant damage. A shapechanger that takes radiant damage from this attack instantly reverts to its true form and can’t assume a different form for 1d4 rounds.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Moonlight Nip. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature afflicted with lycanthropy. Hit: The target must succeed

on a DC 15 Constitution saving throw or be cured of lycanthropy (it can willingly fail this save). This attack can’t cure a natural born lycanthrope of the curse of lycanthropy.

Lunarbeam (Recharge 5-6). The drake exhales searing moonlight in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Constitution saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its true form and can’t assume a different form for 1d4 rounds.

Source: Creature Codex OGL

Ngobou

Large beast, unaligned

Armor class: 15 (natural armor)
 Hit points: 85 (10d10 + 30)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+3	-4	-1	-2
(20)	(9)	(16)	(2)	(9)	(6)

Senses: passive Perception 14
Languages: -
Challenge rating: 5 (1,800 XP)

Trampling Charge. If the ngobou moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the ngobou can make one stomp attack against it as a bonus action.

Elephants' Bane. The ngobou has advantage on attacks against elephants. It can detect by scent whether an elephant has been within 180 feet of its location anytime in the last 48 hours.

Spikes. A creature that grapples an ngobou takes 9 (2d8) piercing damage.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 38 (6d10 + 5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 18 (3d8 + 5) bludgeoning damage.

Source: Tome of Beasts OGL

Night Hag

Medium fiend, neutral evil

Armor class: 17 (natural armor)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+3	+2	+3
(18)	(15)	(16)	(16)	(14)	(16)

Condition immunities: charmed

Senses: darkvision 120 ft., passive

Perception 16

Languages: Abyssal, Common, Infernal, Primordial

Challenge rating: 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: detect magic, magic missile 2/day each: plane shift (self only), ray of enfeeblement, sleep

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Night Hag Items. A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as

creating a new tool takes time and effort. **Heartstone:** This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. **Crafting a heartstone** takes 30 days. **Soul Bag:** When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. **Crafting a soul bag** takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power. A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC

Oth

is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours. A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Actions

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful

visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Source: Systems Reference Document

Oth

Large aberration, lawful neutral

Armor class: 15 (natural armor)

Hit points: 119 (14d10+42)

Speed: climb: 10 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (16)	0 (10)	+3 (16)	0 (11)	+2 (14)	+4 (18)

Senses: blindsight 60 ft., passive

Perception 15

Languages: all, telepathy 100 ft.

Challenge rating: 5 (1,800 XP)

Amorphous. The oth, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Multiple Roles. Choose either the Dripping Arcanist or Paladin of Shoth trait. *

Dripping Arcanist. The oth's innate spellcasting ability is Charisma (spell casting DC 15, +7 to hit with spell attacks).

It may cast the following spells innately, requiring only verbal components: _

Cantrip (at will): fire bolt (2d10), light,

thaumaturgy _ 3/day each: command,

mage armor, magic missile _ 2/day each:

augury, detect thoughts _ 1/day: fireball *

Paladin of Shoth. The oth derives its power from Shoth itself, its zom shining with sacred light. Its Armor Class increases by 2. A non-shoth creature that starts its turn within 5 feet of the oth must succeed on a DC 15 Charisma saving throw or be

blinded by the light of Shoth until the end of its turn.

Actions

Multiattack. The oth makes two oozing slam attacks or one oozing slam and one greatsword attack.

Oozing Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) bludgeoning damage and 2 (1d4) acid damage.

Greatsword (Paladin of Shoth Only). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 3) slashing damage.

Merge. A shoth who has less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.

Spray (Recharge 6). The oth sprays acid in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Otyugh

Large aberration, neutral

Armor class: 14 (natural armor)

Hit points: 114 (12d10 + 48)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+4	-2	+1	-2
(16)	(11)	(19)	(6)	(13)	(6)

Saving throws: Con +7

Senses: darkvision 120 ft., passive Perception 11

Languages: Otyugh

Challenge rating: 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Source: *Systems Reference Document*

Owl Harpy

Medium monstrosity, neutral evil

Quickstep

Armor class: 14
Hit points: 112 (15d8 + 45)
Speed: walk: 20 ft., fly: 80 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+3	0	+2	+2
(12)	(17)	(16)	(11)	(14)	(14)

Senses: blindsight 60 ft., passive Perception 12
Languages: Common, Abyssal, Giant
Challenge rating: 5 (1,800 XP)

Quiet Flight. The owl harpy gains an additional +3 to Stealth (+9 in total) while flying.

Dissonance. The owl harpy can't use its blindsight while deafened.

Innate Spellcasting. the owl harpy's innate spellcasting ability is Charisma. The owl harpy can innately cast the following spells, requiring no material components:

3/day: darkness

Actions

Multiattack. The owl harpy makes two claw attacks and two talon attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Hovering Darkness. An owl harpy that hovers in flight can shake a fine, magical dander from her wings over a creature within 20 feet and directly below her. The creature must succeed on a **DC 15 Constitution** saving throw or fall unconscious and be poisoned for 10 minutes. It wakes up if it takes damage or if a creature uses an action to shake it awake, but waking up doesn't end the poisoning.

Luring Song. The owl harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a **DC 15 Wisdom** saving throw or be charmed until the song ends. The harpy must use a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy becomes incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. A charmed target that is more than 5 feet away from the harpy must move at its highest rate (including dashing, if necessary) along the most direct route to get within 5 feet of the harpy. The charmed creature doesn't maneuver to avoid opportunity attacks, but it can repeat the saving throw every time it takes damage from anything other than the harpy. It also repeats the saving throw before entering damaging terrain (lava or a pit, for example), if the most direct route includes a dangerous space. A creature also repeats the saving throw at the end of each of its turns. A successful saving throw ends the effect on that creature and makes the creature immune to this harpy's song for 24 hours.

Source: Tome of Beasts OGL

Quickstep

Small fey, neutral evil

Armor class: 16 (studded leather)
Hit points: 49 (9d6+18)
Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	0	+1	+2
(14)	(19)	(15)	(10)	(12)	(14)

Saving throws: Dex +7 Con +5 Wis +4
Condition immunities: unconscious
Senses: darkvision 60 ft., truesight 60 ft., passive Perception 14
Languages: Common, Elvish, Umbral
Challenge rating: 5 (1,800 XP)

Evasion. If the quickstep is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the quickstep instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The quickstep has advantage on saving throws against being charmed, and magic can't put it to sleep.

Startling Speed. The movements of a quickstep are so swift that it is almost invisible when in motion. If the quickstep moves at least 10 feet on its turn, attack rolls against it have disadvantage until the start of its next turn unless the quickstep is incapacitated or restrained.

Actions

Multiattack. A quickstep makes two attacks with its moonlight rapier and one with its hidden dagger.

Moonlight Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) cold damage.

Hidden Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 3 (1d6) cold damage.

Freezing Steel (Recharge 6). Each creature within 10 feet of the quickstep must make a DC 15 Constitution saving throw as the quickstep whirls in a blur of cold steel. On a failure, a target takes 9 (2d8) piercing damage and 7 (2d6) cold damage and is paralyzed for 1 round. On a success, a target takes half the piercing and cold damage and isn't paralyzed.

Source: *Creature Codex OGL*

Ramag Portal Master

Medium humanoid, neutral

Armor class: 12 (15 with mage armor)

Hit points: 71 (13d8+13)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	+4	+1	+1
(10)	(14)	(12)	(18)	(12)	(13)

Senses: passive Perception 11

Languages: Abyssal, Celestial, Common, Giant, Infernal

Challenge rating: 5 (1,800 XP)

Magic Resistance. The ramag has advantage on saving throws against spells and other magical effects.

Spellcasting. The ramag portal master is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): fire bolt, light, prestidigitation, shocking grasp 1st level (4 slots): burning hands, mage armor, magic missile 2nd level (3 slots): arcane lock, hold person, levitate, misty step 3rd level (3 slots): counterspell, dispel magic, fireball 4th level (1 slot): banishment

Actions

Multiattack. The ramag portal master makes two lightning stroke attacks.

Gate Seal. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage plus 14 (4d6) force damage.

Lightning Stroke. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 14 (4d6) lightning damage. If the target is a creature, it can't take reactions until the start of the ramag's next turn.

Dimensional Seal (Recharges after a Short or Long Rest). The ramag magically empowers its gate seal to dampen teleportation, planar gates, and portals within 60 feet of it. A creature that attempts to teleport while within or into the area must succeed on a DC 15 Charisma saving throw or the teleport fails. Spells and abilities that conjure creatures or objects automatically fail, and

Rat King

portals or gates are suppressed while they remain in the area. The seal lasts 1 hour, or until the ramag loses concentration on it as if concentrating on a spell.

Weave Dimensions. The ramag creates two magical gateways in unoccupied spaces it can see within 100 feet of it. The gateways appear as shimmering, opaque ovals in the air. A creature that moves into one gateway appears at the other immediately. The gateways last for 1 minute, or until the ramag loses concentration on them as if concentrating on a spell.

Source: *Creature Codex OGL*

Rat King

Medium monstrosity, chaotic evil

Armor class: 14 (natural armor)

Hit points: 76 (9d8 + 36)

Speed: walk: 30 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+4	0	+2	+3
(6)	(16)	(18)	(11)	(15)	(16)

Damage immunities: poison

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Thieves' Cant

Challenge rating: 5 (1,800 XP)

Keen Smell. The rat king has advantage on Wisdom (Perception) checks that rely on smell.

Plague of Ill Omen. The rat king radiates a magical aura of misfortune in a 30-foot radius. A foe of the rat king that starts its turn in the aura must make a successful DC 14 Charisma saving throw or be cursed with bad luck until the start of its next turn. When a cursed character makes an attack roll, ability check, or saving throw, it must subtract 1d4 from the result.

Actions

Multiattack. The rat king makes four bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, and a bitten creature must succeed on a DC 15 Constitution saving throw or be infected with a disease. A diseased creature gains one level of exhaustion immediately. When the creature finishes a long rest, it must repeat the saving throw. On a failure, the creature gains another level of exhaustion. On a success, the disease does not progress. The creature recovers from the disease if its saving throw succeeds after two consecutive long rests or if it receives a lesser restoration spell or comparable magic. The creature then recovers from one level of exhaustion after each long rest.

Summon Swarm (1/Day). The rat king summons three swarms of rats. The swarms appear immediately within 60 feet of the rat king. They can appear in spaces occupied by other creatures. The swarms act as allies of the rat king. They remain for 1 hour or until the rat king dies.

Source: *Tome of Beasts OGL*

Ratatosk Warlord

Small celestial, chaotic neutral

Armor class: 16 (breastplate)

Hit points: 77 (14d6+28)

Speed: climb: 25 ft., walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+2	+1	+2	+1
(7)	(18)	(14)	(12)	(14)	(12)

Saving throws: Dex +7 Wis +5

Senses: darkvision 60 ft., passive Perception 12

Languages: Celestial, Common; telepathy 100 ft.

Challenge rating: 5 (1,800 XP)

I'm Bigger That's Why. As a bonus action, the ratatosk warlord commands one ratatosk within 30 feet of it to make one melee attack as a reaction.

Warlord Skitter. The ratatosk warlord can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The ratatosk warlord makes two attacks: one with its gore and one with its ratatosk shortspear.

Ratatosk Shortspear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 14 (4d6) psychic damage.

Chatter of War (Recharges 5-6). Each non-ratatosk creature within 30 feet that can hear the warlord must succeed on a DC 15 Charisma saving throw or have disadvantage on all attack rolls until the start of the warlord's next turn.

Source: *Creature Codex OGL*

Ravenala

Large plant, unaligned

Armor class: 15 (natural armor)

Hit points: 126 (12d10 + 60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+5	+1	+3	+1
(20)	(10)	(20)	(12)	(16)	(12)

Saving throws: Wis +6 Cha +6

Condition immunities: blinded, deafened

Senses: passive Perception \$1

Languages: Common, Druidic, Elvish, Sylvan

Challenge rating: 5 (1,800 XP)

Magic Resistance. The ravenala has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the ravenala's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

at will: entangle, sleep

1/day each: heal, wall of thorns

Green Walk. The ravenala can move across undergrowth, natural or magical, without needing to make an ability check and without expending additional movement.

Actions

Multiattack. The ravenala makes two slam attacks or two bursting pod attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Bursting Pod. Melee Ranged Attack: +8 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage, and the target and all creatures within 5 feet of it also take 5 (2d4) piercing damage, or half as much piercing damage with a successful DC 15 Dexterity saving throw.

Lamenting Engulfment. The ravenala targets a creature within 5 feet of it. The target must succeed on a DC 13 Dexterity saving throw or be grappled and restrained by the ravenala. While restrained, the creature is engulfed inside the ravenala's trunk. The ravenala can grapple one creature at a time; grappling doesn't prevent it from using other attacks against different targets. The restrained creature must make a DC 14 Wisdom saving throw at the start of each of its turns. On a failure, the creature is compelled to sing a lament of all its various mistakes and misdeeds for as long as it remains restrained. Singing prevents uttering command words, casting spells with a verbal component, or any verbal

Ravenfolk Doom Croaker

communication. The restrained creature can still make melee attacks. When the ravenala moves, the restrained creature moves with it. A restrained creature can escape by using an action to make a **DC 15 Strength** check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ravenala.

Source: Tome of Beasts OGL

Ravenfolk Doom Croaker

Medium humanoid, neutral

Armor class: 14 (studded leather armor)

Hit points: 88 (16d8 + 16)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	+1	+4	+2
(10)	(14)	(12)	(12)	(18)	(14)

Saving throws: Str +3 Dex +5 Wis +7

Senses: darkvision 120 ft., passive

Perception 20

Languages: Common, Feather Speech, Huginn

Challenge rating: 5 (1,800 XP)

Mimicry. Ravenfolk doom croakers can mimic the voices of others with uncanny accuracy. They have advantage on Charisma (Deception) checks involving audible mimicry.

Magic Resistance. The doom croaker has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the doom croaker's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: comprehend languages

3/day each: counterspell, fear, phantom steed

1/day each: blight, call lightning, clairvoyance, insect plague

1/week: legend lore

Actions

Ghost Wings. The ravenfolk doom croaker furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful **DC 13 Dexterity** saving throw or be blinded until the start of the ravenfolk's next turn.

Radiant Runestaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage plus 4 (1d8) radiant damage.

Source: Tome of Beasts OGL

Razorleaf

Medium plant, neutral evil

Armor class: 14 (natural armor)

Hit points: 112 (15d8+45)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	-2	+1	0
(14)	(12)	(16)	(7)	(12)	(10)

Condition immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 14

Challenge rating: 5 (1,800 XP)

Dark Ground. As an action, the razorleaf can dig its roots into the ground, securing itself in place and causing the area in a 20-foot radius around it to be shrouded in shadow. While rooted in this way, the razorleaf's speed becomes 0, it can't be knocked prone, and its attacks deal an extra 3 (1d6) necrotic damage. This area is difficult terrain and nonmagical sources of light are only half as effective while within it. Small and smaller beasts with Intelligence 3 or lower in the area lose their natural coloration and turn pale grey.

These creatures are charmed by the razorleaf while within the area. Plants and trees inside the area turn an ashen color. The razorleaf can recall its roots and end this effect as a bonus action.

Do Not Touch. A creature that touches the razorleaf or hits it with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage.

Light Sensitivity. While in bright light, the razorleaf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The razorleaf makes two lacerating leaves attacks.

Lacerating Leaves. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (3d6 + 2) slashing damage.

Shower of Razors (Recharge 5-6). The razorleaf shakes loose a deadly shower of slicing leaves. Each creature within 10 feet of the razorleaf must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Rift Swine

Large aberration, chaotic neutral

Armor class: 15 (natural armor)

Hit points: 110 (13d10 + 39)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-3	+1	-3
(18)	(10)	(17)	(4)	(12)	(5)

Senses: darkvision 60 ft., passive

Perception 11

Languages: -

Challenge rating: 5 (1,800 XP)

360-Degree Vision. The rift swine's extra eyes give it advantage on Wisdom (Perception) checks that rely on sight.

Chaos mutations. 50% of rift swine have additional mutant features. Choose or roll on the table below.

1 - Acid Boils: A creature that hits the rift swine with a melee attack must make a successful DC 12 Dexterity saving throw or take 3 (1d6) acid damage.

2 - Tentacular Tongue: Instead of using its tusks, the rift swine can attack with its tongue: Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it is grappled and restrained as with a tentacle attack (escape DC 14).

3 - Covered in Slime: Increase the rift swine's AC by 1.

4 - Acid Saliva: The rift swine's tusk or tongue attack does an additional 3 (1d6) acid damage.

5 - Poison Spit: Ranged Weapon Attack: +3 to hit, range 15 ft., one target. Hit: 6 (1d12) poison damage.

6 - Roll Twice

Actions

Multiattack. The rift swine makes one tusks attack and two tentacle attacks.

Tusks. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the rift swine can't use this tentacle against another target.

Source: *Tome of Beasts OGL*

Roper

Large monstrosity, neutral evil

Armor class: 20 (natural armor)

Hit points: 93 (11d10 + 33)

Speed: walk: 10 ft., climb: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+3	-2	+3	-2
(18)	(8)	(17)	(7)	(16)	(6)

Senses: darkvision 60 ft., passive

Perception 16

Challenge rating: 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a **DC 15 Strength** check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and

Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

Source: Systems Reference Document

Salamander

Large elemental, neutral evil

Armor class: 15 (natural armor)

Hit points: 90 (12d10 + 24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	0	0	+1
(18)	(14)	(15)	(11)	(10)	(12)

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 10

Languages: Ignan

Challenge rating: 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4)

bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Source: *Systems Reference Document*

Sand Hag

Medium monstrosity, chaotic evil

Armor class: 17 (natural armor)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft., burrow: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+3	+2	+3
(18)	(15)	(16)	(16)	(14)	(16)

Senses: darkvision 120 ft., passive

Perception 15

Languages: Common, Dwarvish, Giant, Gnomish

Challenge rating: 5 (1,800 XP)

Magic Resistance. The sand hag has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the sand hag's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

at will: invisibility

2/day each: hallucinatory terrain, major image

Mimicry. The sand hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful **DC 14 Wisdom** (Insight) check.

Scorpion Step. The sand hag walks lightly across sandy surfaces, never sinking into soft sand or leaving tracks. When in sand terrain, the sand hag ignores difficult

terrain, doesn't leave tracks, and gains tremorsense 30 ft.

Actions

Multiattack. The sand hag makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage. If the target is a creature, it must make a successful **DC 12 Constitution** saving throw or gain one level of exhaustion.

Scouring Sirocco (Recharge 5-6). The sand hag generates a blast of hot wind in a 30-foot line or a 15-foot cone. Creatures inside it take 14 (4d6) slashing damage plus 7 (2d6) fire damage and are blinded for 1 minute; a successful **DC 14 Constitution** saving throw halves the damage and negates the blindness. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The affected area (line or cone) is heavily obscured until the end of the sand hag's next turn.

Change Shape. The hag polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Source: *Tome of Beasts OGL*

Sandman

Medium celestial, chaotic neutral

Armor class: 14

Hit points: 82 (11d8 + 33)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+3	+1	+2	+4
(11)	(19)	(16)	(13)	(14)	(19)

Sarcophagus Slime

Saving throws: Con +7 Cha +7

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, poisoned, unconscious

Senses: truesight 60 ft., passive Perception 12

Languages: Common, Celestial, Giant, Infernal, Umbral

Challenge rating: 5 (1,800 XP)

Eye-Closer's Curse. If a sandman obtains a critical hit or successful surprise attack against an opponent, its talons scratch a rune onto the target's eyeballs that snaps their eyelids shut, leaving them blinded. This effect can be ended with greater restoration, remove curse, or comparable magic.

Innate Spellcasting. the sandman's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: darkness, minor illusion, plane shift (at night only), phantom steed, prestidigitation, sleep (11d8)

3/day each: hypnotic pattern, major image

1/day each: dream, phantasmal killer (5d10)

Stuff of Dreams. Made partially from dreams and imagination, a sandman takes only half damage from critical hits and from sneak attacks. All of the attack's damage is halved, not just bonus damage.

Surprise Attack. If the sandman hits a surprised creature during the first round of combat, the target takes 14 (4d6) extra damage from the attack.

Actions

Multiattack. The sandman makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source: Tome of Beasts OGL

Sarcophagus Slime

Medium undead, neutral evil

Armor class: 11

Hit points: 105 (14d8 + 42)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+4	-4	+1	+1
(14)	(12)	(18)	(3)	(12)	(12)

Saving throws: Wis +4 Cha +4

Damage immunities: poison

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages: understands the languages of its creator but can't speak

Challenge rating: 5 (1,800 XP)

Amorphous. The sarcophagus slime can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The sarcophagus slime uses its Frightful Presence, uses its Corrupting Gaze, and makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Frightful Presence. Each creature of the sarcophagus slime's choice that is within 60 feet of the sarcophagus slime and aware of it must succeed on a DC 15 **Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sarcophagus

slime's Frightful Presence for the next 24 hours.

Corrupting Gaze. The sarcophagus slime targets one creature it can see within 30 feet of it. If the target can see the sarcophagus slime, the target must succeed on a **DC 15 Constitution** saving throw or take 14 (**4d6**) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies and its corpse becomes a sarcophagus slime within 24 hours. This reduction lasts until the creature finishes a long rest or until it is affected by greater restoration or comparable magic.

Source: *Tome of Beasts OGL*

Shadow Fey Forest Hunter

Medium humanoid, lawful evil

Armor class: 15 (chain shirt)

Hit points: 104 (**19d8 + 19**)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+4 (18)	+1 (12)	0 (11)	+1 (12)	+3 (16)

Saving throws: Dex +7 Con +4 Cha +6

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Elvish, Umbral

Challenge rating: 5 (1,800 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. the shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

3/day: misty step (when in shadows, dim light, or darkness only)

Sneak Attack (1/turn). The shadow fey forest hunter does an extra 7 (**2d6**) damage when it hits a target with a weapon attack that had advantage, or when the target is within 5 feet of an ally of the forest hunter that isn't incapacitated and the forest hunter doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The shadow fey makes two ranged attacks.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (**1d8 + 4**) piercing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (**1d8 + 4**) piercing damage plus 7 (**2d6**) poison damage.

Source: *Tome of Beasts OGL*

Shambling Mound

Large plant, unaligned

Armor class: 15 (natural armor)

Hit points: 136 (**16d10 + 48**)

Speed: walk: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	-1 (8)	+3 (16)	-3 (5)	0 (10)	-3 (5)

Damage immunities: lightning

Condition immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft. (blind beyond this

Shantak

radius), passive Perception 10
Challenge rating: 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

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) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Source: Systems Reference Document

Shantak

Large monstrosity, lawful evil

Armor class: 16 (natural armor)
Hit points: 123 (13d10+52)
Speed: fly: 60 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	-2	+2	-1
(18)	(12)	(18)	(6)	(14)	(8)

Saving throws: Con +7 Wis +5
Senses: darkvision 120 ft., passive Perception 15
Languages: understands Common and

Void Speech, but can't speak
Challenge rating: 5 (1,800 XP)

Eldritch Sight. Magical darkness doesn't impede the shantak's darkvision.

Flyby. The shantak doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The shantak has advantage on Wisdom (Perception) checks that rely on sight or smell.

Magic Resistance. The shantak has advantage on saving throws against spells and other magical effects.

Pack Tactics. The shantak has advantage on attack rolls against a creature if at least one of the shantak's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unctuous Hide. A shantak's hide is very slippery. A rider can dismount a shantak without any penalty to movement speed. If an effect moves the shantak against its will while a creature is on it, the creature must succeed on a **DC 15 Dexterity** saving throw or fall off the shantak, landing prone in a space within 5 feet of it. If a rider is knocked prone or unconscious while mounted, it must make the same saving throw. In addition, the shantak can attempt to shake off a rider as a bonus action, forcing the rider to make the saving throw to stay mounted.

Actions

Multiattack. The shantak makes two attacks: one with its bite and one with its talons.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 5 (1d10) necrotic damage.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 5 (1d10) necrotic damage.

Insane Tittering (Recharge 4-6). The shantak emits a horrific screech. Each non-shantak creature within 60 feet of it that can hear it must succeed on a **DC 15 Constitution** saving throw or be frightened until the end of the shantak's next turn. The shantak can choose to include or exclude its rider when using this action.

Source: *Creature Codex OGL*

Simurg

Gargantuan celestial, neutral good

Armor class: 15 (natural armor)

Hit points: 108 (8d20+24)

Speed: fly: 80 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	+2	+3	+3
(18)	(11)	(17)	(14)	(17)	(16)

Saving throws: Dex +3 Con +6 Wis +6 Cha +6

Senses: darkvision 120 ft., passive Perception 16

Languages: all, telepathy 120 ft.

Challenge rating: 5 (1,800 XP)

Flyby. The simurg doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight. The simurg has advantage on Perception (Wisdom) checks that rely on sight.

Innate Spellcasting. The simurg's innate spellcasting ability is Wisdom (spell save DC 14). The simurg can innately cast the following spells, requiring no material components: At will: detect poison and disease, detect thoughts, spare the dying 2/day each: cure wounds, lesser restoration, purify food and drink 1/day each: greater restoration, remove curse

Actions

Multiattack. The simurg makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Forceful Gale (Recharge 5-6). The simurg beats its wings, creating wind in a 30-foot cone. Each creature in that area must make a **DC 15 Strength** saving throw. On a failure, a creature takes 27 (6d8) bludgeoning damage, is pushed 10 feet away from the simurg and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Source: *Creature Codex OGL*

Sleipnir

Large monstrosity, neutral good

Armor class: 15 (natural armor)

Hit points: 105 (10d10+50)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	0	+2	0
(20)	(12)	(20)	(10)	(15)	(10)

Saving throws: Con +8

Condition immunities: exhaustion

Senses: darkvision 120 ft., passive Perception 15

Languages: Primordial

Challenge rating: 5 (1,800 XP)

Heroic Leap (1/Day). As a bonus action, the sleipnir can leap into the air, gaining a flying speed of 60 feet for 1 minute.

Trampling Charge. If the sleipnir moves at least 20 feet straight toward a creature and then hits it with a rune hooves attack on the same turn, that target must succeed on

Spawn Of Akyishigal

a **DC 16 Strength** saving throw or be knocked prone. If the target is prone, the sleipnir can make another rune hooves attack against it as a bonus action.

Actions

Multiattack. The sleipnir makes two rune hooves attacks.

Rune Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (**2d6 + 5**) bludgeoning damage and 3 (**1d6**) radiant damage. An undead creature who takes damage from this attack must succeed on a **DC 16 Charisma** saving throw or be restrained by magical runes until the end of its next turn.

Gold and Ice (1/Day). The sleipnir summons a gilded avalanche in a 30-foot cone. Each creature in the area must make a **DC 16 Dexterity** saving throw. On a failure, a creature takes 13 (**3d8**) bludgeoning and 13 (**3d8**) cold damage, is pushed 15 feet away from the sleipnir, and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Source: *Creature Codex OGL*

Spawn Of Akyishigal

Medium fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 119 (**14d8 + 56**)

Speed: walk: 30 ft., climb: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+4	0	0	+1
(15)	(13)	(19)	(10)	(11)	(12)

Saving throws: Dex +4

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: Infernal, Spawn of Akyishigal

Challenge rating: 5 (1,800 XP)

Command Vermin. Spawn of Akyishigal can command tiny beasts of Intelligence 2 or less within 30 feet that aren't under any magical control. The vermin obey the spawn's commands to the best of their ability, heedless of their own safety.

Swarming Cough (recharge 5-6). The spawn can belch forth a swarm of insects. The swarm is completely under the spawn's control. It remains for 1 minute or until destroyed.

Actions

Multiattack. The spawn makes one bite attack and two sting attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (**1d10 + 2**) piercing damage.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (**2d8 + 2**) piercing damage plus 5 (**1d10**) poison damage, and the target must succeed on a **DC 15 Constitution** saving throw or become poisoned for **1d6** rounds.

Source: *Tome of Beasts OGL*

Spawn Of Arbeyach

Medium fiend, lawful evil

Armor class: 17 (natural armor)

Hit points: 78 (**12d8 + 24**)

Speed: walk: 40 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	0	+1	+1
(18)	(15)	(15)	(10)	(13)	(12)

Saving throws: Wis +4

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages: Infernal

Challenge rating: 5 (1,800 XP)

Hive Mind. Spawn of Arbeyach share a bond with other members of their hive that enhances their hive mates' perception. As long as a spawn is within 60 feet of at least one hive mate, it has advantage on initiative rolls and Wisdom (Perception) checks. If one spawn is aware of a particular danger, all others in the hive are, too. No spawn in a hive mind is surprised at the beginning of an encounter unless all of them are.

Innate Spellcasting. The spawn of Arbeyach's spellcasting ability is Charisma. The Spawn of Arbeyach can innately cast the following spells, requiring no material components: 1/day: conjure animals (only swarms of insects) Scent Communication. Spawn of Arbeyach can communicate with each other and all swarms of insects within 60 feet via pheromone transmission. In a hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only Arbeyach, spawn of Arbeyach, and swarms of insects can understand. As a bonus action, the spawn of Arbeyach can use this trait to control and give orders to one swarm of insects within 60 feet.

Actions

Multiattack. A Spawn of Arbeyach makes one bite attack and two stinger attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 4 (1d8) poison damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage. If the target is a creature, it must succeed on a **DC 13 Constitution** saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Speaker to the Darkness

Small humanoid, chaotic evil

Armor class: 16 (scale mail)

Hit points: 135 (18d6+72)

Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+4	0	-1	+4
(11)	(16)	(18)	(10)	(9)	(18)

Saving throws: Dex +6 Cha +7

Condition immunities: frightened

Senses: darkvision 60 ft., passive

Perception 12

Languages: Abyssal, Deep Speech, Undercommon

Challenge rating: 5 (1,800 XP)

Boon of the Bat. A creature struck by one of the speaker to the darkness' attacks must succeed on a **DC 15 Wisdom** saving throw or be frightened until the start of the speaker's next turn.

Actions

Multiattack. The speaker to the darkness makes two quarterstaff attacks or two sling attacks.

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 9 (2d8) necrotic damage.

Sling. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Drawn from Beyond (Recharge 5-6). The speaker conjures up to 3 ghosts. The ghosts appear in unoccupied spaces within 30 feet of the speaker that the speaker can see. The ghosts follow the speaker's commands, and it is immune to their Stench. It can't have more than 3 ghosts conjured at one time.

Extinguish Light (1/rest). The speaker creates a 15-foot-radius sphere of magical darkness on a point it can see within 60 feet. This darkness works like the darkness spell, except creatures inside it have disadvantage on saving throws and the speaker and its conjured ghosts are unaffected by the darkness.

Source: *Creature Codex OGL*

Spree

Small fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 84 (13d6+39)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	0	-1	+2
(11)	(17)	(16)	(10)	(8)	(15)

Saving throws: Dex +6 Wis +2

Damage immunities: poison

Condition immunities: frightened, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: Abyssal, Common, Gnomish

Challenge rating: 5 (1,800 XP)

Frothing Rage. The spree demon has advantage on attacks if it saw another spree demon make a successful attack within the last minute.

Spree Madness. If a creature confused by the spree demon's claw attack reduces a target to 0 hp, the confused creature must make a successful **DC 14 Wisdom** saving throw or gain a short-term madness (see the System Reference Document 5.1). If a creature fails this saving throw again while already suffering from a madness, it gains a long-term madness instead.

Actions

Multiattack. The spree demon makes two claw attacks. If both attacks hit the same target, the target must succeed on a **DC 14**

Wisdom saving throw or become frightened for 1 minute. While frightened this way, the creature believes it has shrunk to half its normal size. All attacks against the creature do an extra 7 (2d6) psychic damage, and the creature's attacks do half damage. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage, and the creature must make a **DC 14 Constitution** saving throw. On a failure, the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn for 1 minute. This works like the confusion spell. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Source: *Creature Codex OGL*

Subek

Large humanoid, lawful neutral

Armor class: 17 (natural armor)

Hit points: 76 (8d10 + 32)

Speed: walk: 30 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+4	+2	+1	+1
(19)	(10)	(18)	(14)	(13)	(13)

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common

Challenge rating: 5 (1,800 XP)

Hold Breath. The subek can hold its breath for 15 minutes.

Flood Fever. During flood season, the subek is overcome with bloodthirsty malice. Its alignment shifts to chaotic evil, it gains the

Blood Frenzy trait, and it loses the capacity to speak Common and its bonuses to History and Investigation.

Blood Frenzy. The subek has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The subek makes one bite attack and one claws attack. If both attacks hit the same target, the subek can make a thrash attack as a bonus action against that target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage.

Thrash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d10) slashing damage.

Source: *Tome of Beasts OGL*

Temple Dog

Medium celestial, good

Armor class: 15 (natural armor)

Hit points: 97 (15d8 + 30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	-1	+2	0
(18)	(14)	(15)	(8)	(14)	(10)

Saving throws: Str +7 Con +5 Int +2 Wis +5

Senses: darkvision 60 ft., passive

Perception 15

Languages: understands Celestial and Common but can't speak

Challenge rating: 5 (1,800 XP)

Magic Resistance. The temple dog has advantage on saving throws against spells and other magical effects.

Protector's Initiative. If the temple dog is entering combat against a clear threat to its temple, it has advantage on its initiative roll.

Rushing Slam. If the temple dog moves at least 10 feet straight toward a target and then makes a slam attack against that target, it can make an additional slam attack against a second creature within 5 feet of the first target as a bonus action.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage plus 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The target must also make a successful DC 15 Constitution saving throw or be stunned until the end of its next turn.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone and pushed 5 feet. The temple dog can immediately enter the position the target was pushed out of, if it chooses to.

Source: *Tome of Beasts OGL*

Three-Headed Cobra

Large monstrosity, unaligned

Armor class: 16 (natural armor)

Hit points: 127 (15d10+45)

Speed: swim: 30 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	-3	0	-2
(14)	(18)	(16)	(4)	(10)	(6)

Saving throws: Dex +7 Wis +3

Senses: blindsight 10ft., passive Perception 13

Challenge rating: 5 (1,800 XP)

Tosculi Elite Bow Raider

Reactive Heads. The three-headed cobra gets two extra reactions that can be used only for opportunity attacks.

Three-Headed. The cobra has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. While the three-headed cobra sleeps, at least one of its heads is awake.

Actions

Multiattack. The three-headed cobra makes three bite attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Tosculi Elite Bow Raider

Medium humanoid, lawful evil

Armor class: 16 (natural armor)

Hit points: 97 (13d8 + 39)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+2	+1
(14)	(18)	(17)	(12)	(14)	(12)

Senses: darkvision 60 ft., passive Perception 16

Languages: Gnoll, Infernal, Tosculi

Challenge rating: 5 (1,800 XP)

Deadly Precision. The tosculi elite bow raider's ranged attacks do an extra 9 (2d8) damage (included below).

Evasive. Ranged weapon attacks against the tosculi elite bow raider have disadvantage.

Keen Smell. The tosculi elite bow raider has advantage on Wisdom (Perception) checks that rely on smell.

Skirmisher. The tosculi elite bow raider can Dash as a bonus action.

Actions

Multiattack. The tosculi elite bow raider makes two longbow attacks or two claws attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Source: *Tome of Beasts OGL*

Triceratops

Huge beast, unaligned

Armor class: 13 (natural armor)

Hit points: 95 (10d12 + 30)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+3	-4	0	-3
(22)	(9)	(17)	(2)	(11)	(5)

Senses: passive Perception 10

Challenge rating: 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage

Source: *Systems Reference Document*

Troll

Large giant, chaotic evil

Armor class: 15 (natural armor)

Hit points: 84 (8d10 + 40)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+5	-2	-1	-2
(18)	(13)	(20)	(7)	(9)	(7)

Senses: darkvision 60 ft., passive

Perception 12

Languages: Giant

Challenge rating: 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Variant: Loathsome Limbs. Whenever the troll takes at least 15 slashing damage at one time, roll a d20 to determine what else happens to it:

1-10: Nothing else happens. **11-14:** One leg is severed from the troll if it has any legs left. **15- 18:** One arm is severed from the troll if it has any arms left. **19-20:** The troll is decapitated, but the troll dies only if it can't regenerate. If it dies, so does the severed head.

If the troll finishes a short or long rest without reattaching a severed limb or head, the part regrows. At that point, the severed part dies. Until then, a severed part acts on the troll's initiative and has its

own action and movement. A severed part has AC 13, 10 hit points, and the troll's Regeneration trait. A **severed leg** is unable to attack and has a speed of 5 feet. A **severed arm** has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll unless the troll can see the arm and its target. Each time the troll loses an arm, it loses a claw attack. If its head is severed, the troll loses its bite attack and its body is blinded unless the head can see it. The **severed head** has a speed of 0 feet and the troll's Keen Smell trait. It can make a bite attack but only against a target in its space. The troll's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source: *Systems Reference Document*

Tusked Crimson Ogre

Large giant, chaotic evil

Armor class: 14 (half plate)

Hit points: 93 (11d10+33)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+3	-3	-2	-2
(19)	(8)	(16)	(5)	(7)	(7)

Saving throws: Con +6 Wis +1

Condition immunities: frightened

Senses: darkvision 60 ft., passive

Unicorn

Perception 8

Languages: Common, Giant

Challenge rating: 5 (1,800 XP)

Blood Frenzy. The ogre has advantage on melee attack rolls against any creature that doesn't have all its hp.

Rampage. When the ogre reduces a creature to 0 hp with a melee attack on its turn, the ogre can take a bonus action to move up to half its speed and make one bite attack.

Actions

Multiattack. The tusked crimson ogre makes two attacks: one with its morningstar and one with its bite.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Berserker's Blood (Recharge 5-6). If the tusked crimson ogre doesn't have all of its hp, it flexes and roars, spraying blood from its wounds. Each creature within 15 feet of the ogre must make a **DC 14 Constitution** saving throw. On a failure, a creature takes 21 (6d6) acid damage and goes berserk. On a success, a creature takes half the damage and doesn't go berserk. On each of its turns, a berserk creature must attack the nearest creature it can see, eschewing ranged or magical attacks in favor of melee attacks. If no creature is near enough to move to and attack, the berserk creature attacks an object, with preference for an object smaller than itself. Once a creature goes berserk, it continues to do so until it is unconscious, regains all of its hp, or is cured through lesser restoration or similar magic.

Source: *Creature Codex OGL*

Unicorn

Large celestial, lawful good

Armor class: 12

Hit points: 67 (9d10 + 18)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	0	+3	+3
(18)	(14)	(15)	(11)	(17)	(16)

Damage immunities: poison

Condition immunities: charmed, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge rating: 5 (1,800 XP)

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength** saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: detect evil and good, druidcraft, pass without trace 1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary actions

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

Source: Systems Reference Document

Vampire Spawn

Medium undead, neutral evil

Armor class: 15 (natural armor)

Hit points: 82 (11d8 + 33)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	0	0	+1
(16)	(16)	(16)	(11)	(10)	(12)

Saving throws: Dex +6 Wis +3

Senses: darkvision 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge rating: 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws: Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water. Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place. Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The

Vapor Lynx

target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Source: *Systems Reference Document*

Vapor Lynx

Large monstrosity, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 127 (15d10 + 45)

Speed: walk: 50 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	0	+1	+2
(15)	(18)	(16)	(10)	(13)	(14)

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Sylvan

Challenge rating: 5 (1,800 XP)

Innate Spellcasting. the lynx's innate spellcasting ability is Charisma. It can cast the following spell, requiring no material components:

3/day: gaseous form

Smoky Constitution. The vapor lynx spends its time in both gaseous and solid form. Its unique constitution makes it immune to all fog- or gas-related spells and attacks, including its own. A vapor lynx sees clearly through light or heavy obscurement caused by fog, mist, or spells such as fog cloud.

Actions

Multiattack. The vapor lynx makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Poison Breath (Recharge 5-6). The vapor lynx exhales a 40-foot radius poison fog, which heavily obscures a spherical area around the lynx. Any breathing creature that ends its turn in the fog must make a **DC 14 Constitution** saving throw or become poisoned for 1d4 + 1 rounds.

Source: *Tome of Beasts OGL*

Vila

Medium fey, lawful neutral

Armor class: 15

Hit points: 77 (14d8 + 14)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+1	0	+2	+3
(12)	(20)	(13)	(11)	(14)	(16)

Saving throws: Dex +8 Con +4 Wis +5 Cha +6

Senses: darkvision 60 ft., passive

Perception 18

Languages: Common, Sylvan, telepathy 60 ft. (beasts only)

Challenge rating: 5 (1,800 XP)

Dance of the Luckless (1/Day). Vila who dance for one hour create a fairy ring of small gray mushrooms. The ring lasts seven days and has a 50-foot diameter per dancing vila. Non.vila who fall asleep (including magical sleep) inside the ring have disadvantage on skill checks for 24 hours from the time they awaken.

Forest Quickness. While in forest surroundings, a vila receives a +4 bonus on initiative checks.

Forest Meld. A vila can meld into any tree in her forest for as long as she wishes, similar to the meld into stone spell.

Innate Spellcasting. the vila's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

3/day: sleep

1/week: control weather

Actions

Multiattack. A vila makes two shortsword attacks or two shortbow attacks.

+1 Shortsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+1 Shortbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Fascinate (1/Day). When the vila sings, all those within 60 feet of her and who can hear her must make a successful DC 14 Charisma saving throw or be stunned for 1d4 rounds. Those who succeed on the saving throw are immune to that vila's singing for 24 hours.

Forest Song (1/Day). The vila magically calls 2d6 wolves or 2 wampus cats. The called creatures arrive in 1d4 rounds, acting as allies of the vila and obeying its spoken commands. The beasts remain for 1 hour, until the vila dies, or until the vila dismisses them as a bonus action.

Source: *Tome of Beasts OGL*

Water Elemental

Large elemental, neutral

Armor class: 14 (natural armor)

Hit points: 114 (12d10 + 48)

Speed: walk: 30 ft., swim: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	-3	0	-1
(18)	(14)	(18)	(5)	(10)	(8)

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Aquan

Challenge rating: 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Source: *Systems Reference Document*

Werebear

Medium humanoid, neutral good

Witch Queen

Armor class: 10 (10 in humanoid form, 11 (natural armor) in bear and hybrid form)
Hit points: 135 (18d8 + 54)
Speed: notes: 40 ft., climb 30 ft. in bear or hybrid form ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+1	+1
(19)	(10)	(17)	(11)	(12)	(12)

Damage immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses: passive Perception 17
Languages: Common (can't speak in bear form)
Challenge rating: 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with were bear lycanthropy.

Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Source: Systems Reference Document

Witch Queen

Small humanoid, chaotic evil

Armor class: 15 (studded leather armor)
Hit points: 77 (14d6+28)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+2	0	-1	+3
(9)	(16)	(14)	(11)	(9)	(16)

Senses: darkvision 120 ft., passive Perception 9

Languages: Common, Dwarvish, Undercommon

Challenge rating: 5 (1,800 XP)

Heightened Spell (3/Day). As a bonus action, a target of the witch queen's choice within 60 feet of her has disadvantage on its saving throw against her next spell.

Magic Resistance. The witch queen has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the witch queen has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The witch queen is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared: Cantrips (at will): acid splash, mage hand, message, ray of frost 1st level (4 slots): burning hands, magic missile, sleep 2nd level (3 slots): invisibility, spider climb, suggestion 3rd level (3 slots): blink, fear, lightning bolt 4th level (2 slots): blight, confusion

Actions

Maddening Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. If the target is a creature, it must succeed on a **DC 14 Charisma** saving throw or use its reaction to move up to its speed and make a melee attack against the nearest enemy of the witch queen.

Source: *Creature Codex OGL*

Wizard Kobold

Small humanoid, lawful neutral

Armor class: 12 (15 with mage armor)

Hit points: 58 (13d6+13)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	+3	0	-1
(6)	(14)	(13)	(17)	(10)	(8)

Saving throws: Int +6 Wis +3

Senses: darkvision 60 ft., passive

Perception 10

Languages: Common, Draconic, Infernal

Challenge rating: 5 (1,800 XP)

Pack Tactics. The kobold has advantage attack rolls roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The wizard kobold is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): fire bolt, minor illusion, poison spray, prestidigitation 1st level (4 slots): burning hands, mage armor, magic missile, shield 2nd level (3 slots): hold person, mirror image, misty step 3rd level (3 slots): blink, counterspell, fireball 4th level (2 slots): fire shield

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Draconic Visage (1/Day). The wizard kobold magically creates a draconic visage in an unoccupied space it can see within 30 feet. The visage is a glowing, spectral head and neck, resembling a variety of dragon chosen by the kobold, that sheds dim light out to 10 feet. The visage lasts for 1 minute and grants the following benefits: * A creature hostile to the wizard who starts its turn within 30 feet of the visage and who is aware of the visage must succeed on a **DC 14 Wisdom** saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. * The wizard gains immunity to the damage type dealt by the chosen dragon's breath weapon. * When the wizard uses this action, and as a bonus action on it subsequent turns, it can use the following attack:

Breath of the Visage. Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 7 (2d6) damage of the type dealt by the chosen dragon's breath weapon.

Source: *Creature Codex OGL*

Wormhearted Suffragan

Medium undead, chaotic evil

Armor class: 12

Hit points: 97 (13d8 + 39)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+3	0	+3	-1
(10)	(14)	(16)	(11)	(16)	(8)

Senses: darkvision 60 ft., passive

Perception 13

Wraith

Languages: the languages it knew in life

Challenge rating: 5 (1,800 XP)

Innate Spellcasting. the wormhearted suffragan's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

at will: command, detect evil and good

4/day: inflict wounds

2/day each: blindness-deafness, hold person

1/day each: animate dead, speak with dead

Actions

Multiattack. The wormhearted suffragan can make two helminth infestation attacks, or it can cast one spell and make one helminth infestation attack.

Helminth Infestation. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a **DC 14 Constitution** saving throw or be afflicted with a helminth infestation (parasitic worms). An afflicted creature can't regain hit points and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the affliction reduces the target's hit point maximum to 0, the victim dies. The affliction lasts until removed by any magic that cures disease.

Source: Tome of Beasts OGL

Wraith

Medium undead, neutral evil

Armor class: 13

Hit points: 67 (9d8 + 27)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+3	+1	+2	+2
(6)	(16)	(16)	(12)	(14)	(15)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive

Perception 12

Languages: the languages it knew in life

Challenge rating: 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a **DC 14 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Source: Systems Reference Document

Wyvern Knight

Medium humanoid, lawful evil

Armor class: 20 (plate, shield)
 Hit points: 102 (12d8+48)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+4	0	+1	+2
(16)	(10)	(18)	(10)	(12)	(15)

Saving throws: Str +6 Con +7
Damage immunities: poisoned
Senses: passive Perception 14
Languages: Common, Draconic
Challenge rating: 5 (1,800 XP)

Brave. The wyvern knight has advantage on saving throws against being frightened.

Ring of Feather Falling. When the wyvern knight falls while wearing this ring, it descends 60 feet per round and takes no damage from falling.

Actions

Multiattack. The wyvern knight makes two lance attacks. If the wyvern knight is riding a war wyvern, its mount can then make one bite, claw, or stinger attack.

Lance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage plus 10 (3d6) poison damage. The wyvern knight has disadvantage on attacks with this weapon against creatures within 5 feet of it and can wield this weapon in one hand instead of two while mounted.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage plus 10 (3d6) poison damage.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Source: Creature Codex OGL

Xiphus

Small fey, chaotic evil

Armor class: 15
 Hit points: 55 (10d6+20)
 Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	0	+1	+2
(14)	(21)	(15)	(10)	(12)	(14)

Saving throws: Dex +8
Damage immunities: lightning
Senses: darkvision 60 ft., passive Perception 14
Languages: Common, Elvish, Umbral
Challenge rating: 5 (1,800 XP)

Evasion. If the xiphus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the xiphus instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Lightning Absorption. Whenever the xiphus is subjected to lightning damage, it takes no damage and instead regains a number of hp equal to the lightning damage dealt.

Siphon Time (Recharge 5-6). As a bonus action, a xiphus chooses one creature it can see. The xiphus' clockwork heart vibrates rapidly, bending time to give the xiphus the upper hand against its chosen target. The xiphus chooses whether to have advantage on its attacks against that target or on saving throws against spells cast by the target until the start of the xiphus' next turn.

Startling Speed. The movements of a xiphus are so swift that it is almost invisible when in motion. If the xiphus moves at least 10 feet on its turn, attack rolls against it have disadvantage until the start of its next turn unless the xiphus is incapacitated or restrained.

Actions

Xorn

Multiattack. The xiphus makes three hidden dagger attacks.

Hidden Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 7 (2d6) lightning damage.

Source: *Creature Codex OGL*

Xorn

Medium elemental, neutral

Armor class: 19 (natural armor)
Hit points: 73 (7d8 + 42)
Speed: walk: 20 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+6	0	0	0
(17)	(10)	(22)	(11)	(10)	(11)

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages: Terran

Challenge rating: 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Source: *Systems Reference Document*

Yaga Goo

Small ooze, neutral evil

Armor class: 14
Hit points: 85 (10d6+50)
Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+5	+2	+1	0
(11)	(18)	(20)	(14)	(12)	(11)

Saving throws: Wis +4

Damage immunities: necrotic

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages: understands Common but can't speak

Challenge rating: 5 (1,800 XP)

Amorphous. The goo can move through a space as narrow as 1 inch wide without squeezing.

Deadly to Fey. The goo has advantage on attack rolls against fey and any creature with the Fey Ancestry trait.

Spider Climb. The goo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The Yaga goo makes two pseudopod attacks. When its Foul Transit is available, it can use Foul Transit in place of one pseudopod attack.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Foul Transit (Recharge 4-6). The goo teleports to an unoccupied space it can see within 50 feet, leaving behind a wretched puddle in the space it previously occupied. A creature within 5 feet of the space the goo left must succeed on a **DC 16 Constitution** saving throw or take 10 (3d6) necrotic damage and become poisoned until the end of its next turn. The first time a creature enters the puddle's space or if a creature starts its turn in the puddle's space it takes 10 (3d6) necrotic damage and is poisoned. The puddle lasts for 1 minute or until the goo that created it is killed.

Source: *Creature Codex OGL*

Young Spinosaurus

Huge beast, unaligned

Armor class: 14 (natural armor)
Hit points: 105 (10d12 + 40)
Speed: walk: 50 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6 (23)	0 (11)	+4 (19)	-4 (2)	0 (11)	-1 (8)

Senses: passive Perception 18
Languages: -
Challenge rating: 5 (1,800 XP)

Tamed. The spinosaurus never willingly attacks any reptilian humanoid, and if forced or magically compelled to do so it suffers disadvantage on attack rolls. Up to three Medium or one Large creatures can ride the spinosaurus. This trait disappears if the spinosaurus spends a month away from any reptilian humanoid.

Actions

Multiattack. The spinosaurus makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 25 (3d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC

16). Until this grapple ends, the target is restrained and the spinosaurus can't bite another target.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Source: *Tome of Beasts OGL*

Zmey Headling

Medium dragon, chaotic evil

Armor class: 16 (natural armor)
Hit points: 105 (14d8 + 42)
Speed: walk: 30 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (16)	0 (10)	-5 (1)	-1 (8)	+3 (16)	-1 (8)

Condition immunities: paralyzed, unconscious

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Draconic, Sylvan
Challenge rating: 5 (1,800 XP)

Amphibious. The zmey headling can breathe air and water.

Regeneration. The zmey headling reaver regains 10 hit points at the start of its turn. This trait doesn't function if the zmey headling took acid or fire damage since the end of its previous turn. It dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The zmey headline makes one bite attack and one claws attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Zmey Headling

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. Hit: 15 (**2d8 + 6**) bludgeoning damage.

Fire Breath (Recharge 5-6). The zmey headling exhales fire in a 30-foot cone. Each creature in that area takes 16 (**3d10**) fire damage, or half damage with a successful **DC 16 Dexterity** saving throw.

Source: Tome of Beasts OGL

Challenge 6

Adult Rime Worm

Large elemental, neutral

Armor class: 15 (natural armor)
 Hit points: 105 (10d10 + 50)
 Speed: walk: 30 ft., swim: 30 ft., burrow: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	-2	+2	-4
(20)	(14)	(20)	(6)	(14)	(3)

Saving throws: Str +8 Con +8
Damage immunities: cold, necrotic
Senses: darkvision 200 ft., passive Perception 12
Languages: -
Challenge rating: 6 (2,300 XP)

Born of Rime. A rime worm can breathe air or water with equal ease.

Ringed by Ice and Death. A rime worm is surrounded by an aura of cold, necrotic magic. At the start of the rime worm's turn, enemies within 5 feet take 2 (1d4) cold damage plus 2 (1d4) necrotic damage. If two or more enemies take damage from the aura on a single turn, the rime worm's black ice spray recharges immediately.

Actions

Multiattack. The rime worm makes two tendril attacks.

Tendrils. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 8 (1d6 + 5) slashing damage. If both tendrils hit the same target in a single turn, that target is grappled (escape DC 15). The rime worm can grapple one creature at a time, and it can't use its tendrils or devour attacks against a different target while it has a creature grappled.

Devour. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage. If the target was grappled

by the rime worm, it takes an additional 13 (2d12) cold damage.

Black Ice Spray (Recharge 5-6). The rime worm sprays slivers of ice in a line 30 feet long and 5 feet wide. All creatures in the line take 26 (4d12) necrotic damage and are blinded; a successful DC 15 Constitution saving throw prevents the blindness. A blinded creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.

Source: Tome of Beasts OGL

Angatra

Medium undead, neutral evil

Armor class: 17 (natural armor)
 Hit points: 85 (10d8 + 40)
 Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+4	-1	+1	+2
(14)	(20)	(18)	(8)	(12)	(15)

Damage immunities: poison
Condition immunities: charmed, exhaustion, frightened, poisoned
Senses: darkvision 60 ft., passive Perception 14
Languages: all languages it knew in life
Challenge rating: 6 (2,300 XP)

Agonizing Gaze. When a creature that can see the angatra's eyes starts its turn within 30 feet of the angatra, it must make a DC 13 Charisma saving throw if the angatra isn't incapacitated and can see the creature. On a failed saving throw, the creature has its pain threshold lowered, so that it becomes vulnerable to all damage types until the end of its next turn. Unless it's surprised, a creature can avoid the saving throw by averting its eyes at the start of its turn. A creature that averts its eyes can't see the angatra for one full round, when it chooses anew whether to avert its eyes again. If the creature looks at

the angatra in the meantime, it must immediately make the save.

Ancestral Wrath. The angatra immediately recognizes any individual that is descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.

Actions

Multiattack. The angatra makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (2d4 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.

Source: *Tome of Beasts OGL*

Apau Perape

Large fiend, chaotic evil

Armor class: 16 (natural armor)
 Hit points: 95 (10d10 + 40)
 Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+4	0	+1	+2
(21)	(18)	(19)	(10)	(12)	(15)

Saving throws: Dex +7 Con +7 Wis +4
Damage immunities: poison
Condition immunities: frightened, poisoned
Senses: darkvision 120 ft., passive Perception 14
Languages: Ape, Infernal, telepathy 120 ft.
Challenge rating: 6 (2,300 XP)

Diseased Ichor. Every time the apau perape takes piercing or slashing damage, a spray of caustic blood spurts from the wound toward the attacker. This spray forms a line 10 feet long and 5 feet wide. The first creature in the line must make a successful

DC 15 Constitution saving throw against disease or be infected by Mechuiti's Ichor disease. The creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the Constitution saving throw or reduce its hit point maximum by 5 (2d4). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Innate Spellcasting. the apau perape is an innate spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The apau perape can innately cast the following spells, requiring no material components:

1/day each: fear, wall of fire

Magic Resistance. The apau perape has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The apau perape makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Variant: Demon Summoning. some apau perapes have an action option that allows them to summon other demons.

summon Demon (1/Day): The apau perape chooses what to summon and attempts a magical summoning

the apau perape has a 50 percent chance of summoning one apau perape or one giant ape.

Source: *Tome of Beasts OGL*

Bearfolk Chieftain

Medium humanoid, chaotic good

Armor class: 17 (chain shirt, shield)

Hit points: 130 (20d8+40)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	-1	+2	+1
(21)	(14)	(16)	(9)	(14)	(12)

Saving throws: Dex +4 Wis +5

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Giant

Challenge rating: 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when the bearfolk cheiftain hits with it (included in the attack).

Frenzy (1/rest). As a bonus action, the bearfolk can trigger a berserk frenzy that lasts 1 minute. While in frenzy, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

Keen Smell. The bearfolk has advantage on Wisdom(Perception) checks that rely on smell.

Savage Charge. If the bearfolk moves at least 20 feet straight toward a creature and then hits it with a battleaxe attack on the same turn, that target must succeed on a **DC 15 Strength** saving throw or be knocked prone. If the target is prone, the bearfolk can make one bite attack against it as a bonus action.

Actions

Multiattack. The bearfolk makes two attacks with its battleaxe and one with its bite.

Battleaxe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5)

slashing damage, or 16 (2d10 + 5) slashing damage if used two-handed.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bearfolk chieftain can, as a reaction, utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the bearfolk chieftain. A creature can benefit from only one Leadership die at a time. This effect ends if the bearfolk chieftain is incapacitated.

Source: Creature Codex OGL

Blood Ooze

Large ooze, unaligned

Armor class: 8

Hit points: 76 (8d10+32)

Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-2	+4	-5	-1	-4
(16)	(6)	(18)	(1)	(8)	(2)

Damage immunities: acid, fire, necrotic, slashing

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 9

Challenge rating: 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Blood Drain. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage and the ooze gains temporary hp equal to that amount as it drains blood from the victim. It can add temporary hp

gained from this trait to temporary hp gained from its pseudopod attack and Overflow reaction. Its temporary hp can't exceed half its maximum hp. If the ooze takes radiant damage, this trait doesn't function at the start of the ooze's next turn, although it retains any temporary hp it previously gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 16 (3d10) necrotic damage. The ooze gains temporary hp equal to the necrotic damage taken.

Source: *Creature Codex OGL*

Cacus Giant

Huge giant, chaotic evil

Armor class: 16 (natural armor)
Hit points: 138 (12d12+60)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+5	-2	+2	0
(21)	(11)	(20)	(7)	(14)	(10)

Saving throws: Str +8 Con +8 Wis +5

Damage immunities: fire

Senses: passive Perception 15

Languages: Giant

Challenge rating: 6 (2,300 XP)

Final Breath. When the cacus giant dies, it exhales a final breath of divine essence in a gout of intense fire. Each creature within 5 feet of it must make a **DC 16 Dexterity** saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The cacus giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 27 (4d10 + 5) bludgeoning damage.

Fire Breath (Recharge 4-6). The cacus giant exhales fire in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Child of Yggdrasil

Large aberration, neutral evil

Armor class: 14 (natural armor)
Hit points: 112 (15d10+30)
Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	0	+4	-1
(16)	(10)	(14)	(10)	(18)	(8)

Damage immunities: acid, cold; bludgeoning from nonmagical attacks

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Giant

Challenge rating: 6 (2,300 XP)

Acid Touch. As an action, the child of Yggdrasil destroys one nonmagical object that isn't being worn or carried, such as a rope, plank, candlestick, or even an entire bronze cauldron.

Forest Camouflage. The child of Yggdrasil has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Keen Smell. The child of Yggdrasil has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The child of Yggdrasil makes three claw attacks.

Claw. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 7 (2d6) acid damage.

Source: *Creature Codex OGL*

Chimera

Large monstrosity, chaotic evil

Armor class: 14 (natural armor)

Hit points: 114 (12d10 + 48)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (19)	0 (11)	+4 (19)	-4 (3)	+2 (14)	0 (10)

Senses: darkvision 60 ft., passive

Perception 18

Languages: understands Draconic but can't speak

Challenge rating: 6 (2,300 XP)

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15

Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Clockwork Assassin

Medium construct, unaligned

Armor class: 16 (natural armor)

Hit points: 99 (18d8+18)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+3 (17)	+1 (12)	+1 (12)	+1 (12)	-2 (7)

Saving throws: Dex +6 Con +4

Damage immunities: lightning, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 14

Languages: understands Common but can't speak

Challenge rating: 6 (2,300 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Explosive Core. When the assassin is destroyed, its core explodes, projecting superheated steam and shrapnel. Each creature within 5 feet of the construct must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Immutable Form. The assassin is immune to any spell or effect, other than its disassembly trait, that would alter its form.

Magic Resistance. The assassin has advantage on saving throws against spells and other magical effects.

Psychic Susceptibility. If the assassin takes psychic damage, it has disadvantage on attack rolls, saving throws, and ability checks until the end of its next turn.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Standing Leap. The assassin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The clockwork assassin makes two rapier attacks.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 minute.

Disassembly. The assassin breaks its body down into a snakelike, segmented cylinder, which allows it to move through a space as narrow as 6 inches wide. It can reassemble itself into its true form by using this action again. While disassembled into its snake form, the assassin can't attack and attack rolls against it have advantage.

Source: *Creature Codex OGL*

Clockwork Myrmidon

Large construct, unaligned

Armor class: 16 (natural armor)
 Hit points: 153 (18d10+54)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	0	0	-5
(20)	(14)	(16)	(10)	(10)	(1)

Saving throws: Str +11 Dex +5

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 16

Languages: understands Common

Challenge rating: 6 (2,300 XP)

Immutable Form. The clockwork myrmidon is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork myrmidon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The clockwork myrmidon makes two attacks: two pick attacks or two slam attacks, or one of each.

Heavy Pick. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.

Alchemical Flame Jet (Recharge 5-6). The clockwork myrmidon can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Grease Spray (Recharge 5-6). As a bonus action, the clockwork myrmidon's chest can fire a spray of alchemical grease with a range of 30 feet, covering a 10-by-10 foot square area and turning it into difficult terrain. Each creature standing in the affected area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 15

Dexterity saving throw or fall prone. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Alchemical Fireball. The clockwork myrmidon's alchemical flame reservoir explodes when the construct is destroyed, spraying nearby creatures with burning fuel. A creature within 5 feet of the myrmidon takes 19 (3d12) fire damage, or half damage with a successful **DC 15 Dexterity** saving throw. This explosion doesn't occur if the clockwork myrmidon has already fired its alchemical flame jet four times.

Source: *Tome of Beasts OGL*

Crimson Mist

Medium undead, chaotic evil

Armor class: 15

Hit points: 68 (8d8+32)

Speed: hover: True ft., walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4	-4	+5	+4
(17)	(15)	(18)	(3)	(20)	(18)

Saving throws: Dex +8 Wis +4 Cha +2

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 11

Languages: understands all languages it knew as a vampire, but can't speak

Challenge rating: 6 (2,300 XP)

Pseudocorporeal. The crimson mist is weightless and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing.

Sanguine Feast. Whenever the crimson mist deals necrotic damage to a living

creature with blood in its body, the creature's hp maximum is reduced by the same amount and the mist regains hp equal to half the necrotic damage dealt. The reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0.

Vampire Weaknesses. The crimson mist has the following flaws: **Forbiddance.** The crimson mist can't enter a residence without an invitation from one of the occupants. **Harmed by Running Water.** The crimson mist takes 20 force damage if it ends its turn above or within running water. **Sunlight Hypersensitivity.** The crimson mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Engulf. The mist moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. When the mist enters a creature's space, the creature must make a **DC 15 Dexterity** saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mist. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the mist enters the creature's space, and the creature takes 15 (4d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 15 (4d6) necrotic damage at the start of each of the mist's turns. When the mist moves, the engulfed creature doesn't move with it, and is freed. An engulfed creature can try to escape by taking an action to make a **DC 14 Strength** check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mist. A creature within 5 feet of the mist can take an action to pull a creature out of the mist. Doing so requires a **DC 14 Strength** check, and the creature making the attempt takes 14 (4d6) necrotic

damage. The mist can only engulf one Medium or smaller creature at a time.

Source: *Creature Codex OGL*

Crystalline Devil

Medium fiend, lawful evil

Armor class: 15 (natural armor)

Hit points: 102 (12d8 + 48)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	+2	+1	+2
(18)	(12)	(18)	(14)	(13)	(15)

Saving throws: Wis +4 Cha +4

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Celestial, Common, Infernal, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The crystalline devil has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The crystalline devil deals an extra 7 (2d6) damage when it hits a target with an attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the devil that isn't incapacitated and the devil doesn't have disadvantage on the attack roll.

Innate Spellcasting. while in the form of a gemstone, the devil is an innate spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The devil can innately cast the following spells, requiring no material components:

2/day: command

1/day: suggestion

Variant: Devil Summoning. some crystalline devils have an action option that allows them to summon other devils.

summon Devil (1/Day): The crystalline devil has a 25 percent chance of summoning one crystalline devil

Actions

Multiattack. The devil makes two claw attacks.

Betraying Carbuncle. The crystalline devil takes the form of a gemstone worth 500 gp. It radiates magic in this form, but it can't be destroyed. It is fully aware and can see and hear its surroundings. Reverting to its usual form requires another action.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Crystalline Spray (Recharge 5-6). The crystalline devil magically sprays shards of crystal in a 15-foot cone. Each target in that area takes 17 (7d4) piercing damage, or half damage with a successful DC 15 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Deathsworn Elf

Medium humanoid, chaotic neutral

Armor class: 16 (studded leather)

Hit points: 82 (15d8+15)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+1	0	+1	+2
(14)	(19)	(12)	(11)	(13)	(14)

Senses: passive Perception 17

Languages: Common, Elvish

Challenge rating: 6 (2,300 XP)

Archer's Step. The deathsworn can use Disengage as a bonus action.

Desert Troll

Death Bolt (3/Day). As a bonus action after firing an arrow, the deathsworn can imbue the arrow with magical power, causing it to trail green fire. The arrow deals an extra 7 (2d6) fire damage.

Fey Ancestry. The deathsworn has advantage on saving throws against being charmed, and magic can't put the deathsworn to sleep.

Keen Hearing and Sight. The deathsworn has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. The deathsworn's weapon attacks are magical.

Stealthy Traveler. The deathsworn can take the Hide action as a bonus action.

Surprise Attack. If the deathsworn surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The deathsworn makes two melee attacks or four ranged attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Volley (Recharge 5-6). The deathsworn shoots a rain of fiery arrows in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage and 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Desert Troll

Large giant, chaotic evil

Armor class: 15 (natural armor)

Hit points: 105 (10d10+50)

Speed: burrow: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	-1	+1	-2
(20)	(13)	(20)	(9)	(12)	(7)

Damage immunities: fire

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Giant

Challenge rating: 6 (2,300 XP)

Desert Camouflage. The desert troll has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Erupt. If the desert troll burrows at least 15 feet straight toward a creature, it can burst out of the ground, harming those above it. Each creature in its space when it erupts must make a DC 16 Strength saving throw. On a failure, the creature takes 10 (3d6) bludgeoning damage, is pushed out of the troll's space, and is knocked prone. On a success, the creature takes half the damage and is pushed out of the troll's space, but isn't knocked prone.

Keen Smell. The desert troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hp at the start of its turn. If the troll takes acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Water Susceptibility. The desert troll takes 1 acid damage for every 5 feet it moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The desert troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Source: Creature Codex OGL

Devil Bough

Huge fiend, neutral evil

Armor class: 14 (natural armor)

Hit points: 114 (12d12+36)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	0	-1
(18)	(10)	(17)	(10)	(10)	(8)

Saving throws: Con +6

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: tremorsense 60 ft., passive Perception 13

Languages: Abyssal, Infernal, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)

Grinding Maw. The devil bough has advantage on attack rolls against any creature grappled by its bite attack.

Like Calls to Like. The devil bough knows if a creature within 60 feet of it is evil-aligned or not.

Actions

Multiattack. The devil bough makes one claw attack and one bite attack.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15).

Until this grapple ends, the target is restrained and the devil bough can't make bite attacks against other targets.

Source: Creature Codex OGL

Dracotaur

Large dragon, chaotic neutral

Armor class: 17 (natural armor)

Hit points: 110 (13d10+39)

Speed: burrow: 20 ft., walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+3	0	+1	+2
(21)	(17)	(16)	(10)	(13)	(15)

Saving throws: Con +6 Cha +5

Damage immunities: lightning

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Draconic, Elvish

Challenge rating: 6 (2,300 XP)

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

Actions

Multiattack. The dracotaur makes two attacks: one with its bite and one with its claws or two with its longbow.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) lightning damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Lightning Arrow (Recharges after a Short or Long Rest). The dracotaur shoots an arrow at a point it can see within 150 feet where

Drider

it explodes into a 20-foot-radius sphere of lightning. Each creature in that area must make a **DC 15 Dexterity** saving throw, taking 28 (8d6) lightning damage on a failed save, or half as damage much on a successful one.

Lightning Breath (Recharge 5-6). The dracotaur exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 15 Dexterity** saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Drider

Large monstrosity, chaotic evil

Armor class: 19 (natural armor)

Hit points: 123 (13d10 + 52)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+1	+2	+1
(16)	(16)	(18)	(13)	(14)	(12)

Senses: darkvision 120 ft., passive

Perception 15

Languages: Elvish, Undercommon

Challenge rating: 6 (2,300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components: At will: dancing lights 1/day each: darkness, faerie fire

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as

well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Source: *Systems Reference Document*

Echo

Medium fiend, chaotic evil

Armor class: 15

Hit points: 102 (12d8+48)

Speed: fly: 20 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+5	+4	+2	+4	+3
(20)	(20)	(18)	(14)	(18)	(16)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 14

Languages: Abyssal, Celestial

Challenge rating: 6 (2,300 XP)

Aura of Cacophony. The demon's presence is extremely distracting. Each creature within 100 feet of the echo demon and

that can hear it has disadvantage on concentration checks.

Actions

Iron Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage and if the creature is wearing metal armor, it must make a successful DC 15 Constitution saving throw or be deafened until the end of its next turn.

Everywhere at Once (Recharge 5-6). The echo demon teleports up to 60 feet to an unoccupied space. Immediately after teleporting, it can make an iron claws attack with advantage as a bonus action.

Echoes of the Abyss (1/Day). The echo demon summons horrible wails from the deep crevasses of the Abyss. Creatures within 60 feet who can hear the wails must succeed on a DC 15 Wisdom saving throw or be stunned until the start of the echo demon's next turn. An affected creature continues hearing the troubling echoes of these cries until it finishes a long rest, and it has disadvantage on Intelligence checks until then.

Source: *Creature Codex OGL*

Elder Ghost Boar

Huge monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 104 (11d12+33)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+3	-2	+1	-2
(22)	(9)	(17)	(7)	(12)	(7)

Senses: darkvision 60 ft., passive Perception 11

Languages: understands Common but can't speak it

Challenge rating: 6 (2,300 XP)

Charge. If the ghost boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Incorporeal Jaunt. When the ghost boar moves, it becomes temporarily incorporeal. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object.

Relentless (Recharges after a Short or Long Rest). If the elder ghost boar takes 20 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Spirit Conduit. When a creature dies within 30 feet of the ghost boar, its spirit can possess the boar, incapacitating the boar for up to 1 minute. During this time, the spirit is affected by the speak with dead spell, speaking through the ghost boar's mouth.

Actions

Multiattack. The elder ghost boar makes two tusk attacks.

Tusk. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

Source: *Creature Codex OGL*

Fate Eater

Medium aberration, neutral

Armor class: 16 (natural armor)

Hit points: 182 (28d8 + 56)

Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	+4	+3	-1
(18)	(12)	(14)	(18)	(16)	(9)

Saving throws: Con +5

Condition immunities: charmed, unconscious

Senses: truesight 60 ft., passive Perception 13

Languages: telepathy 100 ft.

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the fate eater's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components: 1/day each: blink, hallucinatory terrain

Visionary Flesh. Eating the flesh of a fate eater requires a **DC 15 Constitution** saving throw. If successful, the eater gains a divination spell. If failed, the victim vomits blood and fails the next saving throw made in combat.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 26 (5d8 + 4) slashing damage plus 11 (2d10) necrotic damage.

Spectral Bite. when a fate eater scores a critical hit against a target, it damages not only the creature but also the threads of its fate, changing the character's past or future. The target must roll 1d6 on the chart below for each critical hit that isn't negated by a successful **DC 15 Charisma** saving throw: 1- Seeing the Alternates: Suffers the effects of the confusion spell for 1d4 rounds 2- Untied from the Loom: Character's speed is randomized for four rounds. Roll 3d20 at the start of each of the character's turns to determine his or her speed in feet that turn 3- Shifting Memories: Permanently loses 2 from a random skill and gains 2 in a random untrained skill 4- Not So Fast: Loses the use of one class ability, chosen at random 5- Lost Potential: Loses 1 point from one randomly chosen ability score 6- Took the Lesser Path: The character's current hit point total becomes his or her hit point maximum effects 3-6 are permanent until the character makes a successful Charisma

saving throw. The saving throw is repeated after every long rest, but the DC increases by 1 after every long rest, as the character becomes more entrenched in this new destiny. Otherwise, these new fates can be undone by nothing short of a wish spell or comparable magic.

Source: Tome of Beasts OGL

Fext

Medium undead, any alignment

Armor class: 17 (natural armor)

Hit points: 60 (11d8+11)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+3 (16)	-5 (1)	+2 (14)	+1 (12)	+4 (18)

Saving throws: Dex +6 Wis +4 Cha +7

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: the languages spoken by its patron

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the fext's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components: at will: hex 3/day each: counterspell, fear, gaseous form 1/day each: hold monster, true seeing

Magic Resistance. The fext has advantage on saving throws against spells and other magical effects.

Magic Weapons. The fext's weapon attacks are magical.

Patron Blessing. A fext is infused with a portion of their patron's power. They have an Armor Class equal to 10 + their Charisma modifier + their Dexterity modifier.

Actions

Multiattack. The fey drake makes two melee or ranged attacks.

Eldritch Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) slashing damage plus 16 (3d10) force damage.

Eldritch Fury. Ranged Weapon Attack: +6 to hit, range 60/200 ft., one creature. Hit: 25 (4d10 + 3) force damage.

Source: Tome of Beasts OGL

Fey Drake

Small dragon, chaotic neutral

Armor class: 17 (natural armor)

Hit points: 82 (15d6+30)

Speed: fly: 80 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+5	+2	+2	+3	+4
(6)	(20)	(15)	(15)	(16)	(18)

Saving throws: Dex +8 Con +5 Wis +6

Senses: darkvision 120 ft., passive Perception 16

Languages: Common, Draconic, Sylvan, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)

Magic Resistance. The fey drake has advantage on saving throws against spells and other magical effects.

Superior Invisibility. As a bonus action, the fey drake can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the drake wears or carries is invisible with it.

Innate Spellcasting. The fey drake's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The fey drake can innately cast the following spells, requiring no material components
At will: charm person, color spray, grease
3/day each: hypnotic pattern, locate

creature, suggestion 1/day each: dominate person, polymorph

Actions

Multiattack. The fey drake makes three bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) piercing damage, and the target must succeed on a **DC 16 Constitution** saving throw or be poisoned for 1 hour.

Bewildering Breath (Recharge 5-6). The drake breathes a plume of purple gas in a 15-foot cone. Each creature in that area must succeed on a **DC 16 Wisdom** saving throw or be charmed for 1 minute. While charmed, the creature can't take bonus actions or reactions, and it makes all Intelligence, Wisdom, and Charisma skill checks and saving throws with disadvantage.

Source: Creature Codex OGL

Fleshpod Hornet

Large beast, unaligned

Armor class: 14

Hit points: 120 (16d10+32)

Speed: fly: 60 ft., hover: True ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	-4	+1	-2
(14)	(18)	(15)	(3)	(12)	(6)

Senses: passive Perception 14

Challenge rating: 6 (2,300 XP)

Flying Charge. If the fleshpod hornet flies at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a **DC 13 Strength** saving throw or be knocked prone.

Actions

Fragrite

Multiattack. The fleshpod hornet makes two attacks: one with its slam and one with its stinger.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a **DC 13 Constitution** saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. On a failed saving throw, the target is also infected with the eggs of the fleshpod hornet.

The injected eggs form a circular lotus pod tumor, roughly half a foot in diameter, on the target within 1 minute of injection. While carrying this tumor, the target has disadvantage on skill checks and saving throws. Exactly 24 hours after the lotus pod appears, a young fleshpod hornet (use giant wasp statistics) erupts from the tumor, dealing does 33 (6d10) slashing damage to the target.

The tumor can be excised with a **DC 15 Wisdom** (Medicine) check, causing 16 (3d10) slashing damage to the host. If it is cut out without the check, the patient must succeed on a **DC 15 Constitution** saving throw or take 22 (4d10) slashing damage.

Source: *Creature Codex OGL*

Fragrite

Medium elemental, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 91 (14d8+28)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-2	-1	-1
(16)	(13)	(15)	(6)	(8)	(8)

Damage immunities: poison

Condition immunities: exhaustion,

paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive

Perception 9

Languages: Terran

Challenge rating: 6 (2,300 XP)

Sand Camouflage (Sand Form Only). The fragrite has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Glide (Sand Form Only). The fragrite can burrow through sand without disturbing the material it moves through.

Shapechanger. As a bonus action, the fragrite can polymorph into a mass of sand or a glass humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

While in sand form, the fragrite has a burrow speed of 50 feet, it can move through a space as narrow as 1 inch wide without squeezing, and it is immune to the grappled condition. While in glass form, the fragrite has vulnerability to thunder damage.

Actions

Multiattack. The fragrite makes two strike attacks.

Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage. If the fragrite is in its glass form and has less than half of its total hp remaining, this attack instead deals 16 (3d8 + 3) slashing damage.

Spontaneous Explosion (Glass Form Only; Recharge 5-6). The fragrite explodes into shards of glass, reducing its hp by 5 (2d4). Each creature within 15 feet of it must make a **DC 14 Dexterity** saving throw, taking 27 (6d8) slashing damage on a failed save, or half as much damage on a successful one. The fragrite then polymorphs into its sand form.

Source: *Creature Codex OGL*

Gbahali (Postosuchus)*Huge beast, unaligned*

Armor class: 15 (natural armor)

Hit points: 126 (12d12 + 48)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	-4	+1	-2
(21)	(14)	(19)	(2)	(13)	(7)

Senses: passive Perception \$1

Languages: -

Challenge rating: 6 (2,300 XP)

Chameleon Hide. The gbahali has advantage on Dexterity (Stealth) checks. If the gbahali moves one-half its speed or less, attacks made against it before the start of the gbahali's next turn have disadvantage.

Actions

Multiattack. The gbahali makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 24 (3d12 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the gbahali can't bite another target.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Source: *Tome of Beasts OGL***Gearforged Templar***Medium humanoid, lawful neutral*

Armor class: 18 (plate armor)

Hit points: 71 (11d8 + 22)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+2	+1	+3	0
(20)	(9)	(15)	(12)	(16)	(10)

Saving throws: Dex +2 Con +5

Damage immunities: poison

Condition immunities: charmed, frightened, exhaustion, poisoned

Senses: passive Perception \$1

Languages: Common

Challenge rating: 6 (2,300 XP)

Defensive Zone. The gearforged templar can make an opportunity attack when a creature enters its reach.

Onslaught. As a bonus action, the gearforged can make a Shove attack.

Actions

Multiattack. The gearforged templar makes three attacks with its glaive.

Glaive. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Javelin. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Whirlwind (recharge 5-6). The gearforged templar whirls its glaive in a great arc. Every creature within 10 feet of the gearforged takes 16 (3d10) slashing damage, or half damage with a successful DC 16 Dexterity saving throw.

Source: *Tome of Beasts OGL***Ghost Dwarf***Medium undead, neutral evil*

Armor class: 14 (natural armor)

Hit points: 81 (18d8)

Speed: fly: 40 ft., hover: True ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+2	0	0	+2	+2
(4)	(14)	(10)	(10)	(14)	(15)

Saving throws: Wis +5

Damage immunities: necrotic, poison

Ghost Knight

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 12

Languages: any languages it knew in life

Challenge rating: 6 (2,300 XP)

Aura of Defiance. The ghost dwarf and any undead within 10 feet of it have advantage on saving throws against effects that turn undead.

Ethereal Sight. The ghost dwarf can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost dwarf can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the ghost dwarf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The ghost dwarf makes three attacks, only one of which can be a hand of the grave attack.

Ghostly Axe. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) plus 9 (2d8) necrotic damage. A new ghostly axe appears in the ghost dwarf's hand after it is thrown.

Hand of the Grave. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Prayers Unanswered (Recharge 5-6). The ghost dwarf emits a constant whisper

consisting of prayers, pleading, cursing, and cryptic phrases. The volume of the whispering intermittently increases, and those within 30 feet of the ghost dwarf that can hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Etherealness. The ghost dwarf enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. Ghoul, Darakhul Though all darakhul acknowledge dark gods, the priestess holds a closer link than most—always first to the feast, dividing out the choice morsels, intoning the words of hideous praise for the feast.

Source: Creature Codex OGL

Ghost Knight

Medium undead, lawful evil

Armor class: 17 (half plate)

Hit points: 97 (15d8+30)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-1	0	-2
(17)	(15)	(14)	(8)	(10)	(7)

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Common

Challenge rating: 6 (2,300 XP)

Charge. If the ghost knight is mounted and moves at least 30 feet in a straight line toward a target and hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage.

Mounted Warrior. When mounted, the ghost knight has advantage on attacks against unmounted creatures smaller than its mount. If the ghost knight's mount is subjected to an effect that allows it to take half damage with a successful Dexterity saving throw, the mount instead takes no damage if it succeeds on the saving throw and half damage if it fails.

Turning Defiance. The ghost knight and all darakhul or ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Undead Nature. A ghost knight doesn't require air, food, drink, or sleep

Actions

Multiattack. The ghost knight makes three melee attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a **DC 13 Constitution** saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Lance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage plus 10 (3d6) necrotic damage.

Source: Tome of Beasts OGL

Gnarljak

Small construct, unaligned

Armor class: 16

Hit points: 63 (14d6 + 14)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+6	0	-4	+2	-5
(13)	(22)	(11)	(2)	(14)	(1)

Saving throws: Dex +9

Damage immunities: necrotic, poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 30 ft., passive Perception 15

Languages: -

Challenge rating: 6 (2,300 XP)

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage, and the target must succeed on a **DC 16 Dexterity** saving throw or fall prone.

Gnaw. When a gnarljak knocks a Medium or smaller target prone, it immediately makes three additional bite attacks against the same target and can move 5 feet, all as a bonus action.

Source: Tome of Beasts OGL

Greater Death Butterfly Swarm

Huge swarm of tiny beasts, chaotic evil

Armor class: 15 (natural armor)

Hit points: 84 (13d12)

Speed: hover: True ft., walk: 5 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+3	0	-5	+2	+1
(1)	(16)	(10)	(1)	(15)	(12)

Condition immunities: charmed, frightened, paralyzed, petrified, prone, restrained, petrified

Senses: darkvision 60 ft., passive

Green Knight of the Woods

Perception 12

Challenge rating: 6 (2,300 XP)

Potent Poison. The death butterfly swarm's poison affects corporeal undead who are otherwise immune to poison.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit point.

Weight of Wings. As death butterfly swarm but with DC 16 Dexterity saving throw

Actions

Multiattack. The swarm makes a Bite attack against every target in its spaces.

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., every target in the swarm's space. Hit: 24 (6d6 + 3) piercing damage, or 13 (3d6 + 3) piercing damage if the swarm has half of its hit points or fewer. The target also takes 17 (5d6) poison damage and becomes poisoned for 1d4 rounds; a successful DC 15 Constitution saving throw reduces poison damage by half and prevents the poisoned condition.

Source: *Tome of Beasts OGL*

Green Knight of the Woods

Medium fey, lawful neutral

Armor class: 20 (plate, shield)

Hit points: 78 (12d8+24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	0	+1	+3
(18)	(10)	(14)	(10)	(12)	(16)

Saving throws: Dex +3 Con +5

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Sylvan

Challenge rating: 6 (2,300 XP)

Headsmen's Woe. If the green knight's head is severed by a vorpal weapon or by other means, magical vines sprout from its neck and the head reattaches by the start of the green knight's next turn, preventing the green knight from dying from the loss of its head.

Knight's Challenge (3/Day). As a bonus action, the green knight targets one creature that it can see within 30 feet and issues a challenge. If the target can see the green knight, it must succeed on a DC 14 Wisdom saving throw or become magically compelled to engage the green knight in melee combat for 1 minute, or until the knight challenges a new opponent. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On its turn, the affected creature must move towards the green knight and make a melee attack against the green knight.

Magic Resistance. The green knight has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The green knight can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The green knight makes two attacks: one with its battle axe and one with its shield bash.

Battle Axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained by magical vines springing forth from the green

knight's shield, and the green knight can't make shield bash attacks against other targets.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Source: *Creature Codex OGL*

Gulon

Large monstrosity, unaligned

Armor class: 14 (natural armor)

Hit points: 110 (13d10+39)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-3	+1	-3
(19)	(14)	(16)	(5)	(12)	(5)

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive

Perception 14

Challenge rating: 6 (2,300 XP)

Amorphous. The gulon can move through a space as narrow as 1 foot wide without squeezing. When it moves through an area smaller than its normal space, it excretes waste in a 5-foot cube. This waste is difficult terrain and creatures crossing through it must succeed on a **DC 16 Constitution** saving throw or become poisoned for 1 minute.

Keen Smell. The gulon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The gulon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a **DC 16 Strength** saving throw or be knocked prone.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Too Full (Recharge 5-6). The gulon belches a 15-foot-radius cloud of toxic gas around itself. Each creature in the area must make a **DC 16 Constitution** saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Haunted Giant

Huge giant, chaotic neutral

Armor class: 20 (natural armor)

Hit points: 126 (12d12+48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-3	-1	-2
(21)	(8)	(19)	(5)	(9)	(6)

Saving throws: Dex +2 Con +7 Wis +2

Senses: passive Perception 12

Languages: Giant

Challenge rating: 6 (2,300 XP)

Ancestral Spirits. Three ghostly spirits haunt the giant. The spirits are incorporeal, remain within 10 feet of the giant at all times, and can't take actions. Each uses the giant's AC and saving throws, has 15 hp and can only be harmed by radiant damage. If an ancestral spirit is reduced to 0 hp, it disappears temporarily. Reduce the giant's AC by 1 and remove one trait granted by the spirits for each spirit that is driven off. Ancestral spirits can't be turned.

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. This trait is granted by the ancestral spirits.

See Invisibility. The giant can see invisible creatures and objects as if they were visible

Ice Maiden

and can see into the Ethereal Plane. This trait is granted by the ancestral spirits.

Steadfast. The giant is immune to the charmed and frightened conditions. This trait is granted by the ancestral spirits.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Source: *Creature Codex OGL*

Ice Maiden

Medium fey, lawful evil

Armor class: 16 (natural armor)

Hit points: 84 (13d8 + 26)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+4	+1	+6
(12)	(17)	(15)	(19)	(13)	(23)

Saving throws: Con +5 Cha +9

Damage immunities: cold

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common, Giant, Sylvan

Challenge rating: 6 (2,300 XP)

Chilling Presence. Cold air surrounds the ice maiden. Small non-magical flames are extinguished in her presence and water begins to freeze. Unprotected characters spending more than 10 minutes within 15 feet of her must succeed on a **DC 15 Constitution** saving throw or suffer as if exposed to severe cold. Spells that grant protection from cold damage are targeted by an automatic dispel magic effect.

Cold Eyes. Ice maidens see perfectly in snowy conditions, including driving blizzards, and are immune to snow blindness.

Ice Walk. Ice maidens move across icy and snowy surfaces without penalty.

Snow Invisibility. In snowy environments, the ice maiden can turn invisible as a bonus action.

Magic Resistance. The ice maiden has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the ice maiden's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells:

at will: chill touch, detect magic, light, mage hand, prestidigitation, resistance

5/day each: endure elements (cold only), fear, fog cloud, misty step

3/day each: alter self, protection from energy, sleet storm

1/day: ice storm

Actions

Multiattack. The frost maiden makes two ice dagger attacks.

Ice Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

Flurry-Form. The ice maiden adopts the form of a swirling snow cloud. Her stats are identical to an air elemental that deals cold damage instead of bludgeoning.

Icy Entangle. Ice and snow hinder her opponent's movement, as the entangle spell (DC 17).

Kiss of the Frozen Heart. An ice maiden may kiss a willing individual, freezing the target's heart. The target falls under the

sway of a dominate spell, his or her alignment shifts to LE, and he or she gains immunity to cold. The ice maiden can have up to three such servants at once. The effect can be broken by dispel magic (DC 17), greater restoration, or the kiss of someone who loves the target.

Snowblind Burst. In a snowy environment, the ice maiden attempts to blind all creatures within 30 feet of herself. Those who fail a **DC 17 Charisma** saving throw are blinded for 1 hour. Targets that are immune to cold damage are also immune to this effect.

Source: *Tome of Beasts OGL*

Invisible Stalker

Medium elemental, neutral

Armor class: 14

Hit points: 104 (16d8 + 32)

Speed: hover: True ft., walk: 50 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	0	+2	0
(16)	(19)	(14)	(10)	(15)	(11)

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 18

Languages: Auran, understands Common but doesn't speak it

Challenge rating: 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Source: *Systems Reference Document*

Jiangshi

Medium undead, chaotic evil

Armor class: 15 (natural armor)

Hit points: 117 (18d8+36)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	-2	+1	+2
(17)	(10)	(14)	(6)	(12)	(14)

Damage immunities: poison

Condition immunities: blinded, exhaustion, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages: understands any languages it knew in life but can't speak

Challenge rating: 6 (2,300 XP)

Blind Senses. The jiangshi can't use its blindsight while deafened.

Keen Hearing. The jiangshi has advantage on Wisdom (Perception) checks that rely on hearing.

Prayer of Magic Resistance. The jiangshi has advantage on saving throws against spells and other magical effects. A creature can take its action while within 5 feet of the jiangshi to rip the prayer off the jiangshi by succeeding on a **DC 16 Strength** check. The jiangshi loses this trait if its prayer scroll is removed.

Standing Leap. The jiangshi's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Terrifying Appearance. When a creature that can see the jiangshi starts its turn within 30

King Kobold

feet of the jiangshi, it must make a **DC 14 Wisdom** saving throw, unless the jiangshi is incapacitated. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jiangshi's Terrifying Appearance for the next 24 hours.

Actions

Multiattack. The jiangshi makes two claw attacks. It can use Life Drain in place of one claw attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the jiangshi doesn't have two other creatures grappled.

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature that is grappled by the jiangshi, incapacitated, or restrained. Hit: 14 (4d6) necrotic damage. The target must succeed on a **DC 14 Constitution** saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

A humanoid slain in this way rises 24 hours later as a jiangshi, unless the humanoid is restored to life, its body is bathed in vinegar before burial, or its body is destroyed.

Source: *Creature Codex OGL*

King Kobold

Small humanoid, lawful neutral

Armor class: 15 (18 with mage armor)

Hit points: 112 (25d6+25)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+5	+1	+2	+2	+2
(8)	(20)	(12)	(14)	(14)	(15)

Saving throws: Dex +8 Int +5

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Draconic

Challenge rating: 6 (2,300 XP)

Cunning Action. On each of its turns, the king kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the king kobold is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the king instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pack Tactics. The king has advantage on attack rolls against a creature if at least one of the king's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The king kobold deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the king that isn't incapacitated and the king doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the king has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Spellcasting. The king kobold is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray 1st level (4 slots): alarm, grease, mage armor 2nd level (3 slots): alter self, hold person, invisibility

Actions

Multiattack. The king kobold makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Source: *Creature Codex OGL*

Likho

Medium monstrosity, chaotic evil

Armor class: 15 (natural armor)

Hit points: 90 (12d8 + 36)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+1	+3	+5
(16)	(18)	(16)	(13)	(16)	(21)

Saving throws: Con +7 Cha +8

Senses: darkvision 60 ft., passive

Perception 16

Languages: Common, Goblin, Void Speech

Challenge rating: 6 (2,300 XP)

Pounce. If the likho moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 14 Strength** saving throw or be knocked prone. If the target is prone, the likho can use a bonus action to make two additional claw attacks against it.

Innate Spellcasting. the likho's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: message

3/day each: crown of madness, mirror image, ray of enfeeblement

1/day: bestow curse

Magic Resistance. The likho has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The likho makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Disruptive Gaze. As a bonus action, the likho directs its gaze at any single creature it can see and afflicts it with a temporary bout of bad luck. The targeted creature has disadvantage on attack rolls, saving throws, and skill checks until the end of its next turn.

Source: *Tome of Beasts OGL*

Loxoda

Huge monstrosity, neutral evil

Armor class: 13 (natural armor)

Hit points: 147 (14d12 + 56)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	+1	+2	0
(19)	(12)	(19)	(12)	(14)	(10)

Senses: passive Perception 16

Languages: Loxodan

Challenge rating: 6 (2,300 XP)

Trampling Charge. If the loxoda moves at least 20 feet straight toward a Large or smaller creature it then attacks with a stomp, the stomp attack is made with advantage. If the stomp attack hits, the target must also succeed on a **DC 15 Strength** saving throw or be knocked prone.

Actions

Mage

Multiattack. The loxoda makes two attacks, but no more than one of them can be a maul or javelin attack.

Maul. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 25 (6d6 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

Source: *Tome of Beasts OGL*

Mage

Medium humanoid, any alignment

Armor class: 12 (15 with *mage armor*)

Hit points: 40 (9d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	0	+3	+1	0
(9)	(14)	(11)	(17)	(12)	(11)

Saving throws: Int +6 Wis +4

Senses: passive Perception 11

Languages: any four languages

Challenge rating: 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly

- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: *Systems Reference Document*

Malphas (Storm Crow)

Medium fey, neutral evil

Armor class: 16 (studded leather)

Hit points: 120 (16d8 + 48)

Speed: walk: 40 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+2	+1	+2
(19)	(19)	(16)	(14)	(13)	(14)

Saving throws: Dex +7 Con +6 Wis +4 Cha +5

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Giant, Ravenfolk, Sylvan

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the storm crow's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

at will: magic missile

1/day: haste

Sunlight Sensitivity. While in sunlight, the malphas has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Night Terror (1/round). As a bonus action immediately after making a successful melee attack, a malphas storm crow can cast magic missile through his or her sword at the same target.

Swordtrained. Malphas are trained from youth in combat. They are proficient with all martial melee and ranged weapons.

Actions

Multiattack. The malphas makes three longsword attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Source: Tome of Beasts OGL

Mammoth

Huge beast, unaligned

Armor class: 13 (natural armor)

Hit points: 126 (11d12)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	-1	+5	-4	0	-2
(24)	(9)	(21)	(3)	(11)	(6)

Senses: passive Perception 10

Challenge rating: 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a **DC 18 Strength** saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.

Source: Systems Reference Document

Mamura

Small aberration, neutral evil

Armor class: 16 (natural armor)

Hit points: 97 (13d6 + 52)

Speed: walk: 20 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+4	+4	+3	0	+3
(8)	(18)	(19)	(17)	(11)	(16)

Saving throws: Dex +7 Con +7 Cha +6

Senses: darkvision 60 ft., passive

Perception 16

Languages: Common, Elvish, Goblin, Sylvan, Void Speech

Challenge rating: 6 (2,300 XP)

All-Around Vision. Attackers never gain advantage on attacks or bonus damage against a mamura from the presence of nearby allies.

Magic Resistance. The mamura has advantage on saving throws against spells and other magical effects.

Friend to Darkness. In darkness or dim light, the mamura has advantage on Stealth checks. It can attempt to hide as a bonus action at the end of its turn if it's in dim light or darkness.

Distraction. Because of the mamura's alien and forbidding aura, any spellcaster within 20 feet of the mamura must make a successful DC 14 spellcasting check before casting a spell; if the check fails, they lose their action but not the spell slot. They must also make a successful DC 14 spellcasting check to maintain concentration if they spend any part of their turn inside the aura.

Flyby. The mamura doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The mamura makes three claw attacks and one whiptail sting attack.

Claw. Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, and the target must succeed on a **DC 15 Constitution** saving throw or be poisoned for 1 round. The poison duration is cumulative with multiple failed saving throws.

Whiptail Stinger. Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target must succeed on a **DC 15 Constitution** saving throw or take 1d6 poison damage. If the target is also poisoned by the mamura's claws, it takes another 1d6 poison damage at the start of each of its turns while the poisoning remains in effect.

Source: *Tome of Beasts OGL*

Medusa

Medium monstrosity, lawful evil

Armor class: 15 (natural armor)

Hit points: 127 (17d8 + 51)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+3	+1	+1	+2
(10)	(15)	(16)	(12)	(13)	(15)

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common

Challenge rating: 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a **DC 14 Constitution** saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure

or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks — one with its snake hair and two with its shortsword — or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Source: *Systems Reference Document*

Mirror Hag

Medium fey, chaotic neutral

Armor class: 16 (natural armor)

Hit points: 168 (16d8 + 96)

Speed: walk: 30 ft., fly: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+6	+1	+2	+4
(15)	(16)	(22)	(12)	(14)	(19)

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive
 Perception 12
Languages: Common
Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the hag's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

at will: disguise self, inflict wounds (4d10), message, ray of enfeeblement

1/day each: detect thoughts, dispel magic, lightning bolt, locate creature, shillelagh, stinking cloud, teleport

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Confounding Ugliness. When confronting a mirror hag at any range, a creature must make a choice at the start of each of its turns: either avert its eyes so that it has disadvantage on attack rolls against the hag until the start of its next turn, or look at the hag and make a **DC 15 Constitution** saving throw. Failure on the saving throw leaves the character stunned until the start of its next turn.

Actions

Multiattack. A mirror hag can use its Reconfiguring Curse and make one melee attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) piercing damage, or 39 (8d8 + 3) piercing damage against a stunned target.

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Reconfiguring Curse. The mirror hag curses a living creature within 60 feet, giving it beastly or hideous features. The target of the reconfiguring curse must succeed on a **DC 15 Constitution** saving throw or take

1d6 Charisma damage. A successful save renders the target immune to further uses of that hag's curse for 24 hours.

Source: Tome of Beasts OGL

Moonchild Naga

Large monstrosity, neutral evil

Armor class: 15 (natural armor)
 Hit points: 75 (10d10+20)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	+1	+3	+4
(17)	(18)	(14)	(12)	(16)	(18)

Saving throws: Wis +6 Cha +7

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive
 Perception 13

Languages: Common

Challenge rating: 6 (2,300 XP)

Rejuvenation. If it dies, the moonchild naga returns to life in 1d6 days and regains all its hp. Only a wish spell can prevent this trait from functioning.

Innate Spellcasting. The moonchild naga's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:
 At will: charm person, friends, mage hand, message, minor illusion, poison spray, suggestion
 3/day each: color spray, dispel magic, fear, hold person
 1/day each: dominate beast, hypnotic pattern

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 18 (4d8) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is

Nichny

grappled (escape DC 14). Until this grapple ends, the target is restrained, and the naga can't constrict another target.

Starry Gaze. The moonchild naga's bottomless gaze inexorably draws the eye of one target within 30 feet. If the target can see the naga, it must succeed on a **DC 15 Wisdom** saving throw or be stunned until the end of the naga's next turn. If the target's saving throw is successful, it is immune to the naga's gaze for the next 24 hours.

Source: *Creature Codex OGL*

Nichny

Medium fey, neutral evil

Armor class: 17 (natural armor)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+4	+4	+4
(17)	(19)	(17)	(18)	(18)	(19)

Saving throws: Dex +7

Damage immunities: poison

Condition immunities: charmed, frightened, paralyzed, poisoned, unconscious

Senses: darkvision 60 ft., passive Perception 17

Languages: Elvish, Primordial, Sylvan, Void Speech

Challenge rating: 6 (2,300 XP)

Freedom of Movement. A nichny ignores difficult terrain and cannot be entangled, grappled, or otherwise impeded in its movements as if it is under the effect of a constant freedom of movement spell. This ability is negated for grapple attempts if the attacker is wearing gold or orichalcum gauntlets or using a gold or orichalcum chain as part of its attack.

Imbue Luck (1/Day). Nichny can enchant a small gem or stone to bring good luck. If the nichny gives this lucky stone to

another creature, the bearer receives a +1 bonus to all saving throws for 24 hours.

Innate Spellcasting. the nichny's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at Will: detect magic, invisibility, magic missile, ray of frost

3/day each: blink, dimension door, haste, polymorph (self only)

1/day each: teleport, word of recall

Luck Aura. A nichny is surrounded by an aura of luck. All creatures it considers friends within 10 feet of the nichny gain a +1 bonus to attack rolls, saving throws, and ability checks. Creatures that it considers its enemies take a -1 penalty to attack rolls, saving throws, and ability checks. The nichny can activate or suppress this aura on its turn as a bonus action.

Magic Resistance. The nichny has advantage on saving throws against spells and other magical effects.

Soothsaying. Once per week, a nichny can answer up to three questions about the past, present, or future. All three questions must be asked before the nichny can give its answers, which are short and may be in the form of a paradox or riddle. One answer always is false, and the other two must be true.

Actions

Multiattack. The nichny makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Source: *Tome of Beasts OGL*

Nightgarm

Large monstrosity, chaotic evil

Armor class: 15 (natural armor)

Hit points: 114 (12d10 + 48)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	0	+2	+3
(20)	(14)	(18)	(10)	(15)	(16)

Senses: darkvision 60 ft., passive

Perception 15

Languages: Common, Giant, Goblin, telepathy 200 ft. (with falsemen only)

Challenge rating: 6 (2,300 XP)

Spawn Falseman. If a nightgarm spends an entire round consuming a humanoid corpse, it immediately becomes pregnant. Nine hours later, it gives birth to a duplicate of the devoured creature. Known as a "falseman," this duplicate has all the memories and characteristics of the original but serves its mother loyally, somewhat similar to a familiar's relationship to a wizard. A nightgarm can have up to 14 falsemen under her control at a time. A nightgarm can communicate telepathically with its falsemen at ranges up to 200 feet.

Quadruped. The nightgarm can drop any objects it is holding to run on all fours. When it does so, its speed increases to 40ft.

Distending Maw. Like snakes, nightgarms can open their mouths far wider than other creatures of similar size. This ability grants it a formidable bite and allows it to swallow creatures up to Medium size.

Superstitious. A nightgarm must stay at least 5 feet away from a brandished holy symbol or a burning sprig of wolf's bane, and it cannot touch or make melee attacks against a creature holding one of these items. After 1 round, the nightgarm can make a **DC 15 Charisma** saving throw at the start of each of its turns; if the save

succeeds, the nightgarm temporarily overcomes its superstition and these restrictions are lifted until the start of the nightgarm's next turn.

Innate Spellcasting. the nightgarm's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day each: darkness, dissonant whispers, hold person

1/day each: conjure woodland beings (wolves only), dimension door, scrying (targets falsemen only)

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 27 (4d10 + 5) piercing damage, and a Medium or smaller target must succeed on a **DC 15 Strength** saving throw or be swallowed whole. A swallowed creature is blinded and restrained and has total cover against attacks and other effects outside the nightgarm. It takes 21 (6d6) acid damage at the start of each of the nightgarm's turns. A nightgarm can have only one creature swallowed at a time. If the nightgarm takes 25 damage or more on a single turn from the swallowed creature, the nightgarm must succeed on a **DC 14 Constitution** saving throw at the end of that turn or regurgitate the creature, which falls prone within 5 feet of the nightgarm. If the nightgarm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Source: Tome of Beasts OGL

Ogre Chieftain, Corrupted

Large giant, chaotic evil

Armor class: 17 (splint)

Hit points: 127 (15d10 + 45)

Speed: walk: 40 ft.

Ouroboros

STR	DEX	CON	INT	WIS	CHA
+5	-1	+3	-3	-2	-1
(20)	(8)	(16)	(5)	(7)	(8)

Saving throws: Str +8 Con +6 Cha +2

Senses: darkvision 60 ft., passive Perception 8

Languages: Common, Giant

Challenge rating: 6 (2,300 XP)

Aggressive. As a bonus action, the corrupted ogre chieftain can move up to its speed toward a hostile creature that it can see. **Mutation.** The corrupted ogre chieftain has one mutation from the list below:

Mutation. 1 - Armored Hide: The corrupted ogre chieftain's skin is covered in dull, melted scales that give it resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

2 - Extra Arm: The corrupted ogre chieftain has a third arm growing from its chest. The corrupted ogre chieftain can make three melee attacks or two ranged attacks.

3 - Savant: The corrupted ogre chieftain's head is grossly enlarged. Increase its Charisma to 16. The corrupted ogre chieftain gains Innate Spellcasting (Psionics), and its innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components: At will: misty step, shield; 1/day each: dominate monster, levitate.

4 - Terrifying: The corrupted ogre chieftain's body is covered in horns, eyes, and fanged maws. Each creature of the corrupted ogre chieftain's choice that is within 60 feet of it and is aware of it must succeed on a **DC 15 Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune

to this ogre chieftain's Frightful Presence for the next 24 hours.

Actions

Multiattack. The corrupted ogre chieftain makes two melee attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Source: Tome of Beasts OGL

Ouroboros

Huge dragon, neutral

Armor class: 15 (natural armor)

Hit points: 94 (9d12+36)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	+2	+4	+1
(21)	(11)	(19)	(15)	(18)	(12)

Saving throws: Dex +3 Con +7 Wis +7 Cha +4

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages: all

Challenge rating: 6 (2,300 XP)

Energetic Rebirth. When the ouroboros is slain, it is reborn in a burst of energy in a 300-foot radius from its body. Roll any die. On an even result, the energy causes plants to grow, and creatures in the area regain 22 (5d8) hp. On an odd result, creatures in the area must make a **DC 15 Constitution** saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Variiegated Scales. As a bonus action, the ouroboros gains immunity to one type of damage. It can change this immunity from one type to another as a bonus action.

Actions

Multiattack. The ouroboros can use its Introspective Presence. It then makes two bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Introspective Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or be incapacitated for 1 minute as the creature is overcome by introspective thoughts. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Introspective Presence for the next 24 hours.

Kaleidoscopic Breath (Recharge 5-6). The ouroboros exhales energy in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) damage on a failed save, or half as much damage on a successful one. The damage is either acid, cold, fire, lightning, necrotic, poison, radiant, or thunder. The dragon chooses the type of damage before exhaling.

Legendary actions

Bite Attack. The ouroboros makes one bite attack.

Blurring Façade (Costs 2 Actions). The ouroboros blurs and shifts light around itself or another creature it can see within 60 feet of it. Attacks against the target have disadvantage until the end of the ouroboros' next turn. The target can resist this effect with a successful DC 15 Wisdom saving throw.

Guiding Beacon (Costs 2 Actions). The ouroboros causes itself or another creature it can see within 60 feet of it to illuminate with white flame. Attacks against the target

have advantage until the end of the ouroboros' next turn. The target can resist this effect with a successful DC 15 Wisdom saving throw.

Source: Creature Codex OGL

Piasa

Large dragon, unaligned

Armor class: 15 (natural armor)

Hit points: 144 (17d10+51)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-1	+1	-2
(18)	(11)	(16)	(9)	(12)	(7)

Saving throws: Dex +3 Con +6

Senses: blindsight 15 ft., darkvision 120 ft., passive Perception 14

Languages: Draconic

Challenge rating: 6 (2,300 XP)

Segmented Tail. The piasa's spiked tail is segmented and up to three times the length of its body. When the piasa takes 25 or more damage in a single turn, a segment of its tail is severed. When the first segment is severed, the tail attack's damage type changes from piercing to bludgeoning and deals 1d8 less damage. When the second segment is severed, the tail attack no longer deals damage, but it can still grapple. When the third segment is severed, the piasa can't make tail attacks. The tail re-grows at a rate of one segment per long rest.

Actions

Multiattack. The piasa can use its Frightful Presence. It then makes three attacks: one with its bite or tail and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the piasa can't make tail attacks against other targets. When the piasa moves, any Medium or smaller creature it is grappling moves with it.

Frightful Presence. Each creature of the piasa's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the piasa's Frightful Presence for the next 24 hours.

Sleep Breath (Recharge 5-6). The piasa exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source: *Creature Codex OGL*

Pixiu

Large monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 112 (15d10+30)

Speed: fly: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	-3	+1	0
(18)	(15)	(14)	(5)	(12)	(10)

Senses: darkvision 60 ft., passive Perception 14

Languages: understands all, but can't

speak

Challenge rating: 6 (2,300 XP)

Consume Treasure. The pixiu has an appetite for gold, silver, and jewels and consumes them whenever possible. If the pixiu attempts to eat a magical coin, gemstone, or piece of jewelry, the object has a 25% chance of breaking, dispelling its magic and rendering it useless. If the object doesn't break, the pixiu gives up trying to eat it.

Protector of Qi. The pixiu is immune to disease and to effects that would lower its maximum hp. In addition, each ally within 10 feet of the pixiu has advantage on saving throws against disease and is immune to effects that would lower its maximum hp.

Treasure Sense. A pixiu can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The pixiu makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Source: *Creature Codex OGL*

Quiet Soul

Medium undead, neutral evil

Armor class: 15 (natural armor)

Hit points: 90 (20d8)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
-2	0	0	-1	+4	0
(6)	(10)	(10)	(8)	(18)	(10)

Saving throws: Con +3 Wis +7 Cha +3
Damage immunities: cold, poison, psychic
Condition immunities: poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 17
Languages: understands the languages it knew in life but can't speak
Challenge rating: 6 (2,300 XP)

False Appearance. While the quiet soul remains motionless, it is indistinguishable from an ordinary humanoid corpse.

Melancholic Emanation. The quiet soul emits a magical aura of lethargy and despondency. Any creature that starts its turn within 30 feet of the quiet soul must succeed on a **DC 15 Wisdom** saving throw or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Actions

Psychic Lash. Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: 21 (6d6) psychic damage. If an unconscious creature is hit by this attack, that creature must make a **DC 15 Wisdom** saving throw, remaining unconscious on a failed save, or waking on a successful one.

Source: Creature Codex OGL

Redcap

Medium fey, neutral evil

Armor class: 15 (natural armor)
 Hit points: 105 (14d8 + 42)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+3	0	+1	-1
(20)	(10)	(17)	(11)	(13)	(8)

Saving throws: Con +6
Condition immunities: charmed, frightened
Senses: darkvision 60 ft., passive

Perception 11
Languages: Common, Sylvan, Undercommon
Challenge rating: 6 (2,300 XP)

Clomping Boots. The redcap has disadvantage on Dexterity (Stealth) checks.

Red Cap. The redcap must soak its cap in the blood of a humanoid killed no more than an hour ago at least once every three days. If it goes more than 72 hours without doing so, the blood on its cap dries and the redcap gains one level of exhaustion every 24 hours. While the cap is dry, the redcap can't remove exhaustion by any means. All levels of exhaustion are removed immediately when the redcap soaks its cap in fresh blood. A redcap that dies as a result of this exhaustion crumbles to dust.

Solid Kick. The redcap can kick a creature within 5 feet as a bonus action. The kicked creature must make a successful **DC 15 Strength** saving throw or fall prone.

Actions

Multiattack. The redcap makes two pike attacks and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage and the creature is bleeding profusely. A bleeding creature must make a successful **DC 15 Constitution** saving throw at the start of its turn or take 10 (3d6) necrotic damage and continue bleeding. On a successful save the creature takes no necrotic damage and the effect ends. A creature takes only 10 necrotic damage per turn from this effect no matter how many times it's been bitten, and a single successful saving throw ends all bleeding. Spending an action to make a successful **DC 15 Wisdom** (Medicine) check or any amount of magical healing also stops the bleeding. Constructs and undead are immune to the bleeding effect.

Rotting Wind

Pike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Source: Tome of Beasts OGL

Rotting Wind

Large undead, neutral evil

Armor class: 15

Hit points: 82 (11d10 + 22)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	-2	+1	0
(14)	(20)	(15)	(7)	(12)	(10)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: blindsight 60 ft. (blind beyond this), passive Perception 10

Languages: -

Challenge rating: 6 (2,300 XP)

Air Form. The rotting wind can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Befouling Presence. All normal plant life and liquid in the same space as a rotting wind at the end of the wind's turn is blighted and cursed. Normal vegetation dies in 1d4 days, while plant creatures take double damage from the wind of decay action. Unattended liquids become noxious and undrinkable.

Invisibility. The rotting wind is invisible as per a greater invisibility spell.

Actions

Wind of Decay. Melee Weapon Attack: +8 to hit, reach 0 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a **DC 15 Constitution**

saving throw or be cursed with tomb rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the remove curse spell or comparable magic.

Source: Tome of Beasts OGL

Ruby Ooze

Medium ooze, unaligned

Armor class: 9

Hit points: 93 (11d8+44)

Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-1	+4	-4	-2	-5
(14)	(8)	(18)	(2)	(6)	(1)

Damage immunities: acid, fire

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge rating: 6 (2,300 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze

can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5-6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a **DC 15 Dexterity** saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a **DC 15 Constitution** saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

Source: *Creature Codex OGL*

Rusalka

Medium undead, chaotic evil

Armor class: 14 (natural armor)

Hit points: 88 (16d8 + 16)

Speed: walk: 30 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	+1 (13)	+1 (12)	0 (11)	+2 (15)	+4 (18)

Damage immunities: necrotic, poison; piercing and slashing damage from nonmagical weapons

Condition immunities: charmed, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Common

Challenge rating: 6 (2,300 XP)

Withered Tresses. If a rusalka is kept out of water for 24 consecutive hours, its hair and body dry into desiccated swamp weeds and the creature is utterly destroyed.

Innate Spellcasting. the rusalka's innate casting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

at will: control water, suggestion, tongues, water walk (can be ended freely at will)

1/day: dominate person

Watery Camouflage. In dim light or darkness, a rusalka that's underwater is invisible.

Actions

Breathless Kiss. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: the target is grappled (escape DC 13) and the rusalka draws all the air from the target's lungs with a kiss. If the rusalka has movement remaining, she drags the grappled creature into deep water, where it begins suffocating.

Drowning Hair (1/Day). The rusalka's long hair tangles around a creature the rusalka has grappled. The creature takes 33 (6d10) necrotic damage, or half damage with a successful **DC 15 Constitution** saving throw. In addition, until it escapes the rusalka's grapple, it is restrained and has disadvantage on Strength checks to break free of the grapple.

Source: *Tome of Beasts OGL*

Salt Devil*Medium fiend, lawful evil*

Armor class: 13 (natural armor)

Hit points: 93 (11d8 + 44)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	+1	+2	+2
(18)	(13)	(18)	(13)	(14)	(15)

Saving throws: Dex +4 Con +7 Cha +5**Damage immunities:** fire, poison**Condition immunities:** poisoned**Senses:** darkvision 120 ft., passive

Perception 15

Languages: Celestial, Common, Gnoll,

Infernal, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.**Innate Spellcasting.** the devil's spellcasting ability is Charisma (spell save DC 13). The devil can innately cast the following spells, requiring no material components:

at will: darkness

1/day each: harm, teleport

Variant: Devil Summoning. Summon Devil (1/Day): The salt devil has a 40 percent chance of summoning one salt devil**Actions****Multiattack.** The devil makes two scimitar attacks.**Scimitar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage. If the target is neither undead nor a construct, it also takes 5 (1d10) necrotic damage, or half damage with a successful DC 15 Constitution

saving throw. Plants, oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. If the saving throw fails by 5 or more, the target also gains one level of exhaustion.

*Source: Tome of Beasts OGL***Sand Silhouette***Medium undead, neutral evil*

Armor class: 15 (natural armor)

Hit points: 105 (14d8 + 42)

Speed: walk: 30 ft., burrow: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-2	+1	0
(18)	(12)	(17)	(7)	(12)	(10)

Damage immunities: necrotic, poison**Condition immunities:** charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious**Senses:** darkvision 60 ft., tremorsense 60 ft., passive Perception 11**Languages:** all languages it knew in life**Challenge rating:** 6 (2,300 XP)**Camouflage.** While in desert environments, the sand silhouette can use the Hide action even while under direct observation.**Sand Form.** The sand silhouette can move through a space as narrow as 1 inch wide without squeezing.**Sand Glide.** The sand silhouette can burrow through nonmagical, loose sand without disturbing the material it is moving through. It is invisible while burrowing this way.**Vulnerability to Water.** For every 5 feet the sand silhouette moves while touching water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. If the sand silhouette is completely immersed in water, it takes 10 (4d4) cold damage.

Actions

Multiattack. The sand silhouette makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the sand silhouette engulfs it.

Engulf. The sand silhouette engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, but no longer grappled. It must make a successful DC 15 Constitution saving throw at the start of each of the sand silhouette's turns or take 14 (3d6 + 4) bludgeoning damage. If the sand silhouette moves, the engulfed target moves with it. The sand silhouette can only engulf one creature at a time.

Haunted Haboob (Recharge 4-6). The sand silhouette turns into a 60-foot radius roiling cloud of dust and sand filled with frightening shapes. A creature that starts its turn inside the cloud must choose whether to close its eyes and be blinded until the start of its next turn, or keep its eyes open and make a DC 15 Wisdom saving throw. If the saving throw fails, the creature is frightened for 1 minute. A frightened creature repeats the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Tome of Beasts OGL*

Sandwyrm

Large dragon, unaligned

Armor class: 15 (natural armor)

Hit points: 142 (15d10 + 60)

Speed: walk: 20 ft., burrow: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	-3	+1	-1
(20)	(12)	(18)	(5)	(13)	(8)

Senses: darkvision 60 ft., tremorsense 120 ft., passive Perception 17

Challenge rating: 6 (2,300 XP)

Spine Trap. When underground with its spines exposed, the sandwyrm can snap its spines closed on one Large, two Medium, or four Small or Tiny creatures above it. Each creature must make a successful DC 15 Dexterity saving throw or be restrained. A restrained creature can use its action to make a DC 15 Strength check to free itself or another restrained creature, ending the effect on a success. Creatures restrained by this trait move with the sandwyrm. The sandwyrm's stinger attack has advantage against creatures restrained by this trait.

Actions

Multiattack. The sandwyrm makes one bite attack and one stinger attack. It can gore in place of the bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Stinger. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 24 (7d6) poison damage, or half as much poison damage with a successful DC 15 Constitution saving throw. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned and paralyzed for 1 hour. Regaining hit points doesn't end the poisoning or paralysis.

Source: *Tome of Beasts OGL*

Scheznyki

Small fey, chaotic evil

Armor class: 16 (natural armor)

Hit points: 153 (18d6 + 72)

Speed: walk: 20 ft., climb: 15 ft.

Servant of the Vine

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	+2	+3	+3
(19)	(15)	(18)	(15)	(16)	(16)

Saving throws: Str +10 Con +10

Condition immunities: unconscious

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common, Darakhul, Elvish

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the scheznyki's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: dancing lights, darkness, detect evil and good, faerie fire, invisibility*, fly*, mage hand, ray of frost (*only when wearing a vanisher hat)

5/day each: magic missile, ray of enfeeblement, silent image

3/day each: locate object (radius 3,000 ft to locate a vanisher hat), hideous laughter, web

1/day each: dispel magic, dominate person, hold person

Magic Resistance. The scheznyki has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The scheznyki makes four war pick attacks or two hand crossbow attacks.

Heavy Pick. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source: Tome of Beasts OGL

Servant of the Vine

Medium humanoid, chaotic neutral

Armor class: 16 (breastplate)

Hit points: 72 (16d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	0	+1	+3	+2
(10)	(15)	(11)	(13)	(16)	(14)

Saving throws: Wis +6 Cha +5

Senses: darkvision 60 ft., passive

Perception 16

Languages: Common, Elvish, Sylvan

Challenge rating: 6 (2,300 XP)

Fey Ancestry. The servant has advantage on saving throws against being charmed, and magic can't put the servant to sleep.

Inspire Artistry (3/Day). The servant of the vine selects up to 6 creatures within 50 feet and grants them advantage to Dexterity (Acrobatics), Dexterity (Sleight of Hand), or Charisma (Performance) checks. The servant of the vine chooses which skill for each recipient.

Spellcasting. The servant of the vine is an 11th-level spellcaster. Its primary spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared: Cantrips (at will): guidance, light, sacred flame, thaumaturgy 1st level (4 slots): bless, create or destroy water (creates or destroys wine; wine created this way evaporates after 1 day), cure wounds, sanctuary 2nd level (3 slots): hold person, lesser restoration, protection from poison 3rd level (3 slots): bestow curse, dispel magic 4th level (3 slots): guardian of faith, freedom of movement 5th level (2 slots): contagion 6th level (1 slot): harm, heal

Actions

Multiattack. The servant makes three drunken slash attacks.

Drunken Slash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage and the target must succeed on a **DC 14 Constitution** saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stuporous Breath (Recharge 5-6). The servant of the vine exhales potent fumes in a 15-foot cone. Each creature in that area must make a **DC 14 Constitution** saving throw. On a failure, a creature takes 21 (6d6) poison damage and falls asleep, remaining unconscious for 1 minute. On a success, a creature takes half the damage but doesn't fall asleep. The unconscious target awakens if it takes damage or another creature takes an action to wake it. When the creature wakes, it is poisoned until it finishes a short or long rest. The breath has no effect on constructs or undead.

Source: *Creature Codex OGL*

Shadow Fey Duelist

Medium humanoid, lawful evil

Armor class: 17 (studded leather)

Hit points: 117 (18d8 + 36)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+2	+1	+1	+3
(13)	(20)	(14)	(13)	(12)	(16)

Saving throws: Str +8 Con +5 Wis +4 Cha +6

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Umbral

Challenge rating: 6 (2,300 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. the shadow fey's innate spellcasting ability is Charisma. It can cast

the following spells innately, requiring no material components.

3/day: misty step (when in shadows, dim light, or darkness only)

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The shadow fey makes two rapier attacks. If it has a dagger drawn, it can also make one dagger attack.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage, and a target creature must succeed on a **DC 15 Constitution** saving throw or become poisoned for 1 minute. A poisoned creature repeats the save at the end of each of its turns, ending the effect on a success.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Source: *Tome of Beasts OGL*

Song Angel

Large celestial, lawful good

Armor class: 15 (natural armor)

Hit points: 76 (9d10+27)

Speed: fly: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+3	+4	+4	+5
(12)	(16)	(16)	(18)	(18)	(21)

Spectral Guardian

Saving throws: Wis +7 Cha +8

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 120 ft., passive Perception 14

Languages: all, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)

Angelic Weapons. The song angel's weapon attacks are magical. When the song angel hits with any weapon, the weapon deals an extra **4d8** radiant damage (included in the attack).

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components: At will: alter self, calm emotions, charm person, create food and water, detect evil and good 3/day each: enthrall, silence, zone of truth 1/day each: irresistible dance, mass cure wounds

Actions

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (**2d6 + 3**) slashing damage plus 18 (**4d8**) radiant damage.

Horn of Blasting (Recharges 5-6). The song angel blows on its ram's horn, emitting a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a **DC 15 Constitution** saving throw. On a failure, a creature takes 17 (**5d6**) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage but isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 35 (**10d6**) thunder damage instead.

Horn of Spirits (Recharges after a Long Rest). The song angel blows on its brass horn, calling forth 10 (**3d4 + 3**) warrior spirits. These spirits appear within 60 feet of the angel and use tribal warrior statistics. When the spirits are summoned, one of them is always an ancient champion that

uses berserker statistics. They disappear after 1 hour or when they are reduced to 0 hp. These spirits follow the angel's commands.

Change Shape. The angel magically polymorphs into a humanoid 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 angel's choice).

In the new form, the angel retains its game statistics and the ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Source: Creature Codex OGL

Spectral Guardian

Medium undead, neutral evil

Armor class: 14

Hit points: 110 (**13d8 + 52**)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+4	0	+3	+4
(6)	(18)	(18)	(11)	(16)	(18)

Saving throws: Dex +7 Wis +6

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: understands the languages it knew in life but can't speak

Challenge rating: 6 (2,300 XP)

Incorporeal Movement. The spectral guardian can move through other

creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Tomb Bound. The spectral guardian is bound to the area it defends. It can't move more than 100 feet from the place it is bound to protect.

Withering Miasma. A creature that starts its turn in the spectral guardian's space must make a successful **DC 15 Constitution** saving throw or take 18 (4d8) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest.

Variant: Arcane Guardian. some spectral guardians were not warriors in life, but powerful magic users. An arcane guardian has a challenge rating of 8 (3,900 XP) and the following added trait: Spellcasting. The arcane guardian is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The guardian knows the following sorcerer spells, which do not require material components:

cantrips (at will): acid splash, chill touch, dancing lights, minor illusion, ray of frost

1st level (4 slots): mage armor, ray of sickness

2nd level (3 slots): darkness, scorching ray

3rd level (3 slots): fear, slow, stinking cloud

4th level (3 slots): blight, ice storm

5th level (1 slot): cone of cold

Actions

Multiattack. The spectral guardian makes two spectral rend attacks.

Spectral Rend. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) necrotic damage. If the target is a creature, it must succeed on a **DC 14 Wisdom**

saving throw or be frightened and have its speed reduced to 0; both effects last until the end of its next turn.

Source: Tome of Beasts OGL

Vrock

Large fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 104 (11d10 + 44)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4	-1	+1	-1
(17)	(15)	(18)	(8)	(13)	(8)

Saving throws: Dex +5 Wis +4 Cha +2

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 6 (2,300 XP)

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a **DC 14 Constitution** saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each

Weeping Treant

of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a **DC 14 Constitution** saving throw or be stunned until the end of the vrock's next turn.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A vrock has a 30 percent chance of summoning **2d4** dretches or one vrock. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: *Systems Reference Document*

Weeping Treant

Huge plant, neutral

Armor class: 17 (natural armor)
Hit points: 105 (**10d12 + 40**)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+5	+1	+3	0
(21)	(8)	(20)	(12)	(16)	(11)

Senses: darkvision 60 ft., passive Perception 13
Languages: Common, Druidic, Elvish, Sylvan
Challenge rating: 6 (2,300 XP)

Siege Monster. The treant deals double damage to objects and structures.

Treespeech. A weeping treant can converse with plants, and most plants greet them with a friendly or helpful attitude.

Acidic Tears. Thick tears of dark sap stream continuously down the treant's face and

trunk. These tears are highly acidic - anyone who attacks the treant from a range of 5 feet or less must succeed on a **DC 15 Dexterity** saving throw or take 6 (**1d12**) acid damage from splashed tears. This acidic matter continues doing 6 (**1d12**) acid damage at the start of each of the creature's turns until it or an adjacent ally uses an action to wipe off the tears or three rounds elapse.

Actions

Multiattack. The treant makes three slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., single target. Hit: 15 (**3d6 + 5**) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/180 ft., one target. Hit: 21 (**3d10 + 5**) bludgeoning damage.

Source: *Tome of Beasts OGL*

White Ape

Large monstrosity, neutral

Armor class: 14 (natural armor)
Hit points: 114 (**12d10 + 48**)
Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	-1	+2	-1
(18)	(16)	(18)	(8)	(14)	(8)

Senses: darkvision 60 ft., passive Perception 15
Languages: Common
Challenge rating: 6 (2,300 XP)

Hatred for Spellcasters. The white ape does one extra die of damage (d8 or d10, respectively) per attack against an enemy it has seen cast a spell.

Arcane Wasting (Disease). When the bodily fluid of an infected creature touches a humanoid or when an infected creature casts a spell (direct or indirect) on a

humanoid, that humanoid must succeed on a **DC 15 Constitution** saving throw or become infected with arcane wasting. Beginning **1d6** days after infection, the infected creature must make a **DC 15 Constitution** saving throw at the end of each long rest. If the saving throw fails, the victim loses **1d3** Intelligence and **1d3** Wisdom. Lost Intelligence and Wisdom can't be recovered while the disease persists. If the saving throw succeeds, nothing happens; the disease ends after the second consecutive successful saving throws. Once the disease ends, lost Intelligence and Wisdom can be restored by greater restoration or comparable magic. The disease is also cured by lesser restoration if the caster makes a successful **DC 15** spellcasting check.

Actions

Multiattack. The ape makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (**2d8 + 4**) piercing damage, and the target must succeed on a **DC 14 Constitution** saving throw or contract the arcane wasting disease (see sidebar).

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (**2d10 + 4**) slashing damage.

Frenzy (1/Day). When two or more foes are adjacent to the ape, it can enter a deadly battle frenzy. Instead of using its normal multiattack, a frenzied white ape makes one bite attack and two claw attacks against each enemy within 5 feet of it. Melee attacks against the white ape are made with advantage from the end of that turn until the start of the white ape's next turn.

Source: *Tome of Beasts OGL*

Wolf Spirit Swarm

Large swarm of Medium undead, neutral evil

Armor class: 16 (natural armor)

Hit points: 97 (**15d10 + 15**)

Speed: hover: True ft., walk: 50 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	-3	0	+1
(14)	(16)	(12)	(4)	(10)	(12)

Saving throws: Str +5 Dex +6

Damage immunities: cold

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive

Perception 13

Languages: understands Common

Challenge rating: 6 (2,300 XP)

Speed Over Snow. A swarm of wolf spirits is not affected by difficult terrain caused by snowy or icy conditions.

Actions

Multiattack. A wolf spirit swarm uses icy doom, if it's available, and makes 3 bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (**2d4 + 3**) piercing damage plus 3 (**1d6**) cold damage. The target is also knocked prone if the attack scored a critical hit.

Icy Doom (Recharge 5-6). All creatures within 5 feet of the wolf spirit swarm take 22 (**4d10**) cold damage, or half damage with a successful **DC 14 Constitution** saving throw. Those that fail the saving throw also gain one level of exhaustion and become frightened until the start of the swarm's next turn.

Chilling Howl. As a bonus action on its first turn of combat, the wolf spirit swarm howls, emitting an unnatural and eerie cacophony that chills the blood. All creatures within 300 feet that hear the howl must make a successful **DC 12 Charisma** saving throw or be frightened until the start of the swarm's next turn.

Wyvern

Source: *Tome of Beasts OGL*

Wyvern

Large dragon, unaligned

Armor class: 13 (natural armor)

Hit points: 110 (13d10 + 39)

Speed: walk: 20 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	-3	+1	-2
(19)	(10)	(16)	(5)	(12)	(6)

Senses: darkvision 60 ft., passive Perception 14

Challenge rating: 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Young Brass Dragon

Large dragon, chaotic good

Armor class: 17 (natural armor)

Hit points: 110 (13d10 + 39)

Speed: walk: 40 ft., burrow: 20 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	+1	0	+2
(19)	(10)	(17)	(12)	(11)	(15)

Saving throws: Dex +3 Con +6 Wis +3 Cha +5

Damage immunities: fire

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Draconic

Challenge rating: 6 (2,300 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Fire Breath. The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.
Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source: *Systems Reference Document*

Young Mithral Dragon

Medium dragon, neutral

Armor class: 16 (natural armor)

Hit points: 92 (16d8 + 20)

Speed: walk: 50 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+6	+1	+2	+2	+2
(13)	(22)	(13)	(14)	(15)	(14)

Saving throws: Dex +9 Con +4 Wis +5 Cha +5

Damage immunities: acid, thunder

Condition immunities: charmed

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages: Celestial, Common, Draconic, Primordial

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the dragon's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

at will: tongues

3/day: enhance ability

Actions

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage, and the target loses 3 hit point from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 3 hp per round for each bleeding wound it has taken from a mithral dragon's claws.

Breath Weapon (Recharge 5–6). A mithral dragon can spit a 50-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 21 (6d6) magical slashing damage and lose another 5 hit points from bleeding at the start of their turns for 6 rounds; slashing damage is halved by a successful DC 12 Dexterity saving throw, but bleeding damage is not affected. Only magical healing stops the bleeding before

6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use

Source: Tome of Beasts OGL

Young White Dragon

Large dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 133 (14d10 + 56)

Speed: walk: 40 ft., burrow: 20 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+4	-2	0	+1
(18)	(10)	(18)	(6)	(11)	(12)

Saving throws: Dex +3 Con +7 Wis +3 Cha +4

Damage immunities: cold

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Draconic

Challenge rating: 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45

Young Wind Dragon

(10d8) cold damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Young Wind Dragon

Large dragon, chaotic neutral

Armor class: 17 (natural armor)

Hit points: 150 (16d10 + 62)

Speed: walk: 40 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+4	+2	+1	+3
(20)	(19)	(18)	(14)	(13)	(16)

Saving throws: Dex +7 Con +7 Wis +4 Cha +6

Damage immunities: lightning

Condition immunities: charmed, exhausted, paralyzed, restrained

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages: Common, Draconic, Primordial

Challenge rating: 6 (2,300 XP)

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spell, requiring no material components:

at will: feather fall

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Breath of Gales (Recharge 5-6). The dragon exhales a blast of wind in a 30-foot cone. Each creature in that cone takes 11 (2d10) bludgeoning damage and is pushed 25 feet away from the dragon and knocked prone; a successful DC 16 Strength saving throw halves the damage and prevents being pushed and knocked prone. Unprotected flames in the cone are extinguished, and sheltered flames (such as those in lanterns) have a 75 percent chance of being extinguished.

Source: *Tome of Beasts OGL*

Challenge 7

Alabaster Tree

Huge celestial, neutral good

Armor class: 18 (natural armor)

Hit points: 105 (10d12+40)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	0	+2	0
(20)	(10)	(18)	(10)	(14)	(10)

Saving throws: Str +8

Damage immunities: radiant

Condition immunities: stunned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages: all, telepathy 120 ft.

Challenge rating: 7 (2,900 XP)

Churning Advance (3/Day). As a bonus action, the alabaster tree moves up to five times its speed, leaving a trail of difficult terrain behind it.

Foster the Grasses. Hallowed reeds within 60 feet of an alabaster tree have advantage on saving throws.

Like Calls to Like. The alabaster tree knows if a creature within 60 feet of it is good-aligned or not.

Soul's Respite. A good-aligned creature who takes a short rest within 10 feet of an alabaster tree gains all the benefits of a long rest.

Actions

Multiattack. The alabaster tree makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (3d4 + 5) bludgeoning damage plus 4 (1d8) radiant damage and the creature is grappled (escape DC 16).

Serrated Squeeze (Willow Only). The alabaster tree makes one slam attack

against a Large or smaller target it is grappling. If the attack hits, the target is engulfed in razor-sharp leaves, and the grapple ends. While engulfed, the target is blinded and restrained, it has total cover against attacks and other effects outside of the leaves, and it takes 13 (3d8) slashing damage at the start of each of the alabaster tree's turns. An alabaster tree can have only one creature engulfed at a time.

If the alabaster tree takes 15 damage or more on a single turn from the engulfed creature, the alabaster tree must succeed on a **DC 14 Constitution** saving throw at the end of that turn or release the creature in a shower of shredded leaves. The released creature falls prone in a space within 10 feet of the alabaster tree. If the alabaster tree dies, an engulfed creature is no longer restrained by it and can escape from the leaves and branches by using an action to untangle itself.

Toss (Oak Only). One Large or smaller object held or creature grappled by the alabaster tree is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a **DC 15 Dexterity** saving throw or take the same damage and be knocked prone.

Cloud of Needles (Recharge 5-6, Pine Only). The alabaster tree fires a cloud of sharp needles at all creatures within 30 feet of it. Each creature in that area must make a **DC 15 Dexterity** saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Armory Golem

Large construct, unaligned

Armor class: 15 (natural armor)

Hit points: 136 (16d10+48)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	0	0	-4
(20)	(14)	(16)	(10)	(10)	(2)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 7 (2,900 XP)

Armory Exploit. The objects that make up the golem's body can be removed or destroyed. With the exception of the slam attack, an attacker can choose to disable one of the armory golem's attacks on a critical hit. Alternatively, the attacker can attempt to destroy the golem's focus instead of disabling one of its attacks.

Focus Weakness. A creature grappling the armory golem can take its action to remove the golem's focus by succeeding on a **DC 15 Strength** check. If its focus is removed or destroyed, the armory golem must make a **DC 8 Constitution** saving throw at the start of each of its turns. On a success, the golem continues working properly, but it repeats the saving throw the next round at 1 higher DC. On a failure, the golem dies, falling into a heap of armaments.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The armory golem makes any two weapon attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.

Polearm Strike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Crossbow Barrage. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Shield Wall (Recharge 4-6). The golem reconfigures its construction, moving shields and armor to encase its body. It regains 10 hp, and its AC increases by 2 until the end of its next turn.

Source: *Creature Codex OGL*

Bone Golem

Medium construct, unaligned

Armor class: 16 (natural armor)

Hit points: 60 (8d8+24)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	-4	0	-5
(10)	(16)	(17)	(3)	(10)	(1)

Damage immunities: necrotic, poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 7 (2,900 XP)

Berserk. Whenever the bone golem starts its turn with 30 hp or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the

nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, usually an object smaller than itself. Once the golem goes berserk, it continues to attack until it is destroyed or it regains all its hp.

The golem's creator, if within 60 feet of the berserk golem, can calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a **DC 15 Charisma** (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 30 hp or fewer, the golem might go berserk again.

False Appearance. While the bone golem remains motionless, it is indistinguishable from a pile of bones or ordinary, inanimate skeleton.

Immutable Form. The bone golem is immune to any spell or effect that would alter its form.

Magic Resistance. The bone golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The bone golem's weapon attacks are magical.

Necrotic Absorption. Whenever the bone golem is subjected to necrotic damage, it takes no damage and instead regains a number of hp equal to the necrotic damage dealt.

Actions

Multiattack. The bone golem makes two attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Bone Shard. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Source: *Creature Codex OGL*

Chelicerae

Large aberration, neutral evil

Armor class: 16 (natural armor)

Hit points: 153 (18d10 + 54)

Speed: walk: 40 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6 (22)	+3 (17)	+3 (17)	+2 (14)	+2 (15)	+2 (14)

Saving throws: Dex +6 Wis +5 Cha +5

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive

Perception 15

Languages: -

Challenge rating: 7 (2,900 XP)

Magic Resistance. The chelicerae has advantage on saving throws against spells and other magical effects.

Spellcasting. the chelicerae is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +5 to hit with spell attacks). It requires no material components to cast its spells. The chelicerae has the following wizard spells prepared:

cantrips: acid splash, mage hand, minor illusion, true strike

1st level: burning hands, detect magic, expeditious retreat, ray of sickness

2nd level: hold person, invisibility, scorching ray

3rd level: animate dead, haste, lightning bolt

4th level: phantasmal killer

Siphon Spell Slots. The chelicerae cannot replenish its spells naturally. Instead, it uses grappled spellcasters as spell

reservoirs, draining uncast spells to power its own casting. Whenever the chelicerae wishes to cast a spell, it consumes a number of spell slots from its victim equal to the spell slots necessary to cast the spell. If the victim has too few spell slots available, the chelicerae cannot cast that spell. The chelicerae can also draw power from drained spellcasters or creatures without magic ability. It can reduce a grappled creature's Wisdom by **1d4**, adding 2 spell slots to its spell reservoir for every point lowered. A creature reduced to 0 Wisdom is unconscious until it regains at least one point, and can't offer any more power. A creature regains all lost Wisdom when it finishes a long rest.

Spider Climb. Chelicerae can climb difficult surfaces, including upside down on ceilings, without requiring an ability check.

Actions

Multiattack. The chelicerae makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (**2d10 + 6**) piercing damage, and the target is grappled (escape DC 16). The target must also make a successful **DC 16 Constitution** saving throw or become poisoned. While poisoned this way, the target is unconscious and takes **1d4 Strength** damage at the start of each of its turns. The poisoning ends after 4 rounds or when the target makes a successful **DC 16 Constitution** save at the end of its turn.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (**2d8 + 6**) slashing damage.

Source: Tome of Beasts OGL

Chuhaister

Large giant, chaotic evil

Armor class: 16 (natural armor)
 Hit points: 157 (**15d10+75**)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+5	0	0	+1
(22)	(9)	(20)	(10)	(11)	(12)

Saving throws: Con +8

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: Giant, Orcish, Sylvan

Challenge rating: 7 (2,900 XP)

Feybane. Creatures of the fey type don't recover spells during a long rest while within 60 feet of the chuhaister. In addition, the chuhaister automatically sees through magical illusions created by spells of 3rd level or lower and has advantage on saving throws and ability checks to detect or see through illusion spells of 4th level or higher.

Light Sensitivity. While in bright light, the chuhaister has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The chuhaister makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 23 (**5d6+6**) bludgeoning damage.

Rock. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 33 (**5d10 + 6**) bludgeoning damage.

Source: Creature Codex OGL

Coral Drake

Medium dragon, neutral evil

Deathwisp

Armor class: 16 (natural armor)

Hit points: 127 (15d8 + 60)

Speed: walk: 30 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-5	+4	0	+1	0
(19)	(1)	(18)	(10)	(13)	(10)

Saving throws: Dex +6

Condition immunities: paralyzed, poisoned, prone, unconscious

Senses: darkvision 120 ft., passive Perception 17

Languages: Draconic

Challenge rating: 7 (2,900 XP)

Camouflage. A coral drake's coloration and shape lend to its stealth, granting the creature advantage on all Stealth checks while it's underwater.

Water Breathing. The coral drake can breathe only underwater.

Actions

Multiattack. The coral drake makes one bite attack, one claw attack, and one stinger attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage at the start of each of its turns for 4 rounds. The creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Breath Weapon (Recharge 5-6). Coral drakes nurture their offspring in specialized throat sacs. They can pressurize these sacs to spew forth a 15-foot cone of spawn.

Each target in this area takes 21 (6d6) piercing damage from thousands of tiny bites and is blinded for 1d4 rounds; a successful DC 15 Dexterity saving throw reduces the damage by half and negates the blindness.

Source: Tome of Beasts OGL

Deathwisp

Medium undead, neutral evil

Armor class: 15

Hit points: 82 (11d8 + 33)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+5	+3	+4	+3	+5
(6)	(20)	(16)	(18)	(16)	(20)

Saving throws: Dex +8 Con +6 Wis +6

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 16

Languages: the languages it knew in life

Challenge rating: 7 (2,900 XP)

Flicker. The deathwisp flickers in and out of sight, and ranged weapon attacks against it are made with disadvantage.

Incorporeal Movement. The deathwisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside a solid object.

Shadow Jump. A deathwisp can travel between shadows as if by means of dimension door. This magical transport must begin and end in an area with at least some shadow. A shadow fey can jump up to a total of 40 feet per day; this may be a single jump of 40 feet, four jumps of 10 feet each, etc. This ability must be used in 10-foot increments.

Sunlight Sensitivity. While in sunlight, the deathwisp has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unnatural Aura. Animals do not willingly approach within 30 feet of a deathwisp, unless a master makes a successful **DC 15 Wisdom** (Animal Handling) check.

Actions

Life Drain. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 36 (7d8 + 5) necrotic damage. The target must succeed on a **DC 15 Constitution** saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Deathwisp. The deathwisp targets a humanoid within 10 feet of it that died violently less than 1 minute ago. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. This wraith is under the deathwisp's control. The deathwisp can keep no more than five wraiths under its control at one time.

Source: Tome of Beasts OGL

Dhampir Commander

Medium humanoid, any alignment

Armor class: 17 (studded leather, shield)

Hit points: 97 (13d8+39)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	+2	+1	+4
(14)	(17)	(16)	(14)	(12)	(19)

Saving throws: Str +5 Dex +6 Wis +4 Cha +7

Senses: darkvision 60 ft., passive Perception 11

Languages: Common

Challenge rating: 7 (2,900 XP)

Inspiring Savagery. Each ally within 30 feet of the dhampir that can see it can make one melee attack as a bonus action.

Undead Resistance. The dhampir has advantage on saving throws against disease.

Actions

Multiattack. The dhampir makes four rapier or four shortbow attacks. It can make a grapple attack or Dark Thirst attack in place of any attack.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Dark Thirst. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature that is grappled by the dhampir, incapacitated, or restrained. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) necrotic damage. The dhampir commander regains hp equal to the amount of necrotic damage dealt.

Predatory Charm. The dhampir magically beguiles the mind of one humanoid it can see within 30 feet for 1 hour. The target must succeed on a **DC 15 Charisma** saving throw or the dhampir has advantage on Charisma checks against the target. If the dhampir or any of its allies damage the target, the effect ends. If the target's saving throw is successful or the effect ends, the target is immune to this dhampir's Predatory Charm for the next 24 hours. A creature immune to being charmed is immune to this effect. A dhampir can have only one target affected by its Predatory Charm at a time. If it uses its Predatory Charm on another target, the effect on the previous target ends.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the dhampir can utter a special command or warning whenever a nonhostile creature that it can see within

Dissimortuum

30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the dhampir. A creature can benefit from only one Leadership die at a time. This effect ends if the dhampir is incapacitated. Dinosaur

Source: *Creature Codex OGL*

Dissimortuum

Medium undead, chaotic evil

Armor class: 15 (natural armor)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	0	+3	-1	0	+4
(14)	(10)	(16)	(8)	(11)	(18)

Saving throws: Con +6

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge rating: 7 (2,900 XP)

Spider Climb. The dissimortuum can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The dissimortuum makes three claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 (3d8 + 2) slashing damage.

Terrifying Mask. Each non-undead creature within 60 feet of the dissimortuum that can see it must make a successful **DC 15 Wisdom** saving throw or be frightened for **1d8** rounds. If a target's saving throw is successful or the effect ends for it, the target becomes immune to all

dissimortuum's terrifying masks for the next 24 hours.

Source: *Tome of Beasts OGL*

Dwarven Ringmage

Medium Humanoid, any

Armor class: 16 (breastplate)

Hit points: 82 (15d8+15)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	+4	+1	-1
(10)	(14)	(13)	(18)	(12)	(9)

Saving throws: Con +4 Int +7 Wis +4

Senses: darkvision 60 ft., passive

Perception 11

Languages: Common, Dwarvish

Challenge rating: 7 (2,900 XP)

Dwarven Resistance. The dwarven ringmage has advantage on saving throws against poison.

Ring Magic. The dwarven ringmage can imbue a nonmagical ring with a spell that has a range of self or touch. Doing so expends components as if the dwarven ringmage had cast the spell normally and uses a spell slot one level higher than the spell normally requires. When the wearer of the ring activates the ring as an action, the spell is cast as if the dwarven ringmage had cast the spell. The dwarven ringmage does not regain the spell slot until the ring is discharged or the dwarven ringmage chooses to dismiss the spell.

Ring-Staff Focus. The dwarven ringmage can use his ring-staff as a focus for spells that require rings as a focus or component, or for his Ring Magic ability. If used as a focus for Ring Magic, the spell does not require a spell slot one level higher than the spell normally requires. Once per day, the dwarven ringmage can imbue a spell of 4th level or lower into his ring-staff by expending a spell slot equal to the spell being imbued.

Spellcasting. the mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

cantrips (at will): fire bolt, mage hand, shocking grasp, true strike

1st level (4 slots): expeditious retreat, magic missile, shield, thunderwave

2nd level (3 slots): misty step, web

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): greater invisibility, ice storm

5th level (1 slot): cone of cold

Actions

Multiattack. The dwarven ringmage makes two melee attacks.

Ring-Staff. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3 (1d6) bludgeoning damage.

Source: Tome of Beasts OGL

Einherjar

Medium humanoid, chaotic neutral

Armor class: 18 (chain mail and shield)

Hit points: 119 (14d8 + 56)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	0	+2	0
(19)	(16)	(19)	(10)	(14)	(11)

Senses: darkvision 60 ft., truesight 60 ft., passive Perception 15

Languages: Celestial, Common

Challenge rating: 7 (2,900 XP)

Asgardian Battleaxes. Made in Valhalla and kept keen with runic magic, Asgardian axes have a +2 enchantment and add a second die of weapon damage. Their

magic must be renewed each week by a valkyrie or Odin's own hand.

Battle Loving. Einherjars relish combat and never turn down a challenge to single combat or shirk a fight, even if the odds are hopeless. After all, Valhalla awaits them.

Battle Frenzy. Once reduced to 30 hp or less, einherjar make all attacks with advantage.

Fearsome Gaze. The stare of an einherjar is especially piercing and intimidating. They make Intimidation checks with advantage.

Innate Spellcasting. The einherjar's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will. less, spare the dying

1/day each. earth ward, spirit guardians

Actions

Multiattack. An einherjar makes three attacks with its Asgardian battleaxe or one with its handaxe.

Asgardian Battleaxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage when used one handed or 17 (2d10 + 6) when used two-handed.

Handaxe. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Source: Tome of Beasts OGL

Elder Shadow Drake

Large dragon, chaotic evil

Armor class: 16 (natural armor)

Hit points: 114 (12d10 + 48)

Speed: walk: 20 ft., fly: 60 ft.

Enchanter

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	-1	-1	+1
(22)	(13)	(18)	(8)	(9)	(13)

Saving throws: Dex +4 Con +7 Cha +4

Damage immunities: cold

Condition immunities: paralyzed, unconscious

Senses: darkvision 120 ft., passive Perception 15

Languages: Common, Draconic, Umbral

Challenge rating: 7 (2,900 XP)

Shadow Blend. In areas of dim light or darkness, an elder shadow drake is treated as invisible. Artificial illumination, such as a lantern or a light or continual flame spell, does not negate this ability; nothing less than true sunlight or a daylight spell does. The drake cannot use its Speed Surge or its Stygian Breath while invisible. An elder shadow drake can suspend or resume this ability at will, so long as the drake is in dim light or darkness.

Shadow Jump (3/Day). An elder shadow drake can travel between shadows as if by means of a dimension door spell. This magical transport must begin and end in an area of dim light or darkness, and the distance must be no more than 60 feet.

Speed Surge (3/Day). The elder shadow drake takes one additional move action on its turn. It can use only one speed surge per round.

Actions

Multiattack. The drake makes one bite attack and one tail slap attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Tail Slap. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Stygian Breath (Recharge 5-6). The elder shadow drake exhales a ball of black liquid

that travels up to 60 feet before exploding into a cloud of frigid black mist with a 20-foot radius. Each creature in that sphere takes 42 (12d6) cold damage, or half damage with a successful DC 15

Constitution saving throw. Within the area of effect, the mist snuffs out nonmagical light sources and dispels magical light of 1st level or lower.

Source: Tome of Beasts OGL

Enchanter

Medium humanoid, any alignment

Armor class: 12 (15 with mage armor)

Hit points: 58 (13d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	0	+4	+1	+4
(10)	(14)	(10)	(19)	(13)	(19)

Saving throws: Int +7 Cha +7

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Sylvan

Challenge rating: 7 (2,900 XP)

Fey Ancestry. The enchanter has advantage on saving throws against being charmed, and magic can't put the enchanter to sleep.

Reach of the Fey. When the enchanter casts an enchantment spell of 1st level or higher that targets only one creature, the enchanter can choose to target all creatures within 10 feet of the target instead.

Spellcasting. The enchanter is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The enchanter has the following wizard spells prepared: Cantrips (at will): dancing lights, friends, mage hand, message, prestidigitation 1st level (4 slots): charm person*, hideous laughter*, magic missile 2nd level (3 slots): hold person*, invisibility, suggestion* 3rd level (3 slots): hypnotic pattern, lightning bolt

4th level (3 slots): confusion*, conjure minor elementals
 5th level (2 slots): dominate person*, hold monster*, mislead, modify memory*
 6th level (1 slot): irresistible dance*, chain lightning
 7th level (1 slot): prismatic spray
 @<*>@Enchantment spell of 1st level or higher

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Captivating Gaze. The enchanter targets a creature within 30 feet of it who can see or hear the enchanter. The target must succeed on a DC 15 **Wisdom** saving throw or be charmed for 1 minute. The charmed target's speed is reduced to 0, it is incapacitated, and it must spend each round looking at the enchanter. While looking at the enchanter, the charmed target is considered blinded to other creatures not between it and the enchanter. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the charmed target takes damage from one of the enchanter's allies, it has advantage on the next saving throw. The effect also ends if the creature can no longer see or hear the enchanter. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the enchanter's Captivating Gaze for the next 24 hours.

Source: *Creature Codex OGL*

Fire Dancer Swarm

Medium swarm of Tiny elementals, neutral evil

Armor class: 15

Hit points: 90 (12d8 + 36)

Speed: hover: True ft., walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+3	-2	0	-2
(10)	(20)	(16)	(6)	(10)	(7)

Damage immunities: fire, poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Ignan

Challenge rating: 7 (2,900 XP)

Fire Form. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time the swarm enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone uses an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The swarm sheds bright light in a 30-foot radius and dim light to an additional 30 feet.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Water Susceptibility. For every 5 feet the swarm moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Swarm. Melee Weapon Attack: +8 to hit, reach 0 ft., one target in the swarm's space. Hit: 21 (6d6) fire damage, or 10 (3d6) fire damage if the swarm has half or fewer hit points.

Source: *Tome of Beasts OGL*

Giant Ape

Huge beast, unaligned

Armor class: 12

Hit points: 157 (15d12)

Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+4	-2	+1	-2
(23)	(14)	(18)	(7)	(12)	(7)

Senses: passive Perception 14

Challenge rating: 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

Source: *Systems Reference Document*

Giant Sloth

Large beast, unaligned

Armor class: 15 (natural armor)

Hit points: 168 (16d10+80)

Speed: climb: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+4	-4	+1	0
(19)	(10)	(19)	(3)	(12)	(10)

Saving throws: Str +7

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 14

Challenge rating: 7 (2,900 XP)

Foul Odor. Any creature that starts its turn within 15 feet of the giant sloth must succeed on a DC 15 Constitution saving throw or have disadvantage on its next attack roll or ability check.

Hunter's Dash (1/Day). The giant sloth moves double its normal speed and has advantage on all of its attacks for 1 round.

Actions

Multiattack. The giant sloth makes two attacks: one with its claw and one with its bite. If the giant sloth is grappling a creature, it can also use its Sloth's Embrace once.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) slashing damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and the sloth doesn't have another creature grappled.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Sloth's Embrace. The giant sloth crushes a creature it is grappling by pulling the creature against its fetid, furry chest. The target must make a DC 15 Strength saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save is also stunned until the end of its next turn.

Source: *Creature Codex OGL*

Gilded Devil

Medium fiend, lawful evil

Armor class: 16 (coin mail)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+2	+4	+3
(17)	(15)	(17)	(15)	(18)	(17)

Saving throws: Str +6 Con +6 Wis +7 Cha +6

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: passive Perception 14

Languages: Celestial, Common, Draconic, Infernal; telepathy (120 ft.)
Challenge rating: 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Liar's Largesse. A gilded devil has influence over the recipient of a gift for as long as that creature retains the gift. The recipient receives a -2 penalty on saving throws against the gilded devil's abilities and a further -10 penalty against scrying attempts made by the gilded devil. A remove curse spell removes this effect.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gilded devil's weapon attacks are magical.

Innate Spellcasting. the gilded devil's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The gilded devil can innately cast the following spells, requiring no material components:

at will: detect thoughts, major image, suggestion

3/day each: dominate person, polymorph, scorching ray (4 rays), scrying

1/day: teleport (self plus 50 lb of objects only)

Actions

Multiattack. The gilded devil makes two heavy flail attacks.

Heavy Flail (Scourge of Avarice). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage.

Betrayal of Riches (Recharge 5-6). as a bonus action, a gilded devil can turn rings, necklaces, and other jewelry momentarily against their wearer. The devil can affect any visible item of jewelry on up to two

creatures within 60 feet, twisting them into cruel barbs and spikes. Each target must succeed on a **DC 15 Wisdom** saving throw to halve the damage from this effect. If the saving throw fails, the victim takes 13 (3d8) piercing damage and an additional effect based on the item location targeted.

an item is treated as jewelry if it is made of a precious material (such as silver, gold, ivory, or adamantine), adorned with gems, or both, and is worth at least 100 gp.

arms: STR Save or Melee Damage halved until a short rest

hand: STR Save or Drop any held item

eyes: DEX Save or Permanently blinded

head: DEX Save Disadvantage on INT checks until long rest

feet: DEX Save or Speed halved for 24 hours

neck: CON Save or Stunned, unable to breathe for 1 round

other: No additional effects

Scorn Base Metals. A gilded devil's attacks ignore any protection provided by nonmagical armor made of bronze, iron, steel, or similar metals. Protection provided by valuable metals such as adamantine, mithral, and gold apply, as do bonuses provided by non-metallic objects.

Scourge of Avarice. As a bonus action, a gilded devil wearing jewelry worth at least 1,000 gp can reshape it into a +2 heavy flail. A creature struck by this jeweled flail suffers disadvantage on all Wisdom saving throws until his or her next short rest, in addition to normal weapon damage. The flail reverts to its base components 1 minute after it leaves the devil's grasp, or upon the gilded devil's death.

Voracious Greed. As an action, a gilded devil can consume nonmagical jewelry or

Goliath Longlegs

coinage worth up to 1,000 gp. For each 200 gp consumed, it heals 5 hp of damage. A gilded devil can use this ability against the worn items of a grappled foe. The target must succeed on a **DC 13 Dexterity** saving throw to keep an item from being consumed.

Source: *Tome of Beasts OGL*

Goliath Longlegs

Gargantuan monstrosity, unaligned

Armor class: 16 (natural armor)

Hit points: 162 (12d20+36)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-3	+1	-4
(18)	(15)	(16)	(4)	(13)	(3)

Damage immunities: poison

Condition immunities: charmed, frightened, poisoned

Senses: darkvision 120 ft., passive Perception 14

Challenge rating: 7 (2,900 XP)

Expansive. A creature at least one size smaller than the goliath longlegs can travel through and finish its turn in the goliath longlegs' space.

False Appearance. While a goliath longlegs remains motionless, it is indistinguishable from other plants or trees.

Forest Camouflage. The goliath longlegs has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Vulnerable Legs. The goliath longlegs has eight legs. While it has more than four legs, the goliath longlegs is immune to being knocked prone or restrained. Whenever the goliath longlegs takes 20 or more damage in a single turn, one of its legs is destroyed. Each time a leg is destroyed after the fourth one, the goliath longlegs must succeed on a **DC 13 Constitution** saving throw or fall prone.

Any creature in the goliath longlegs' space or within 5 feet of it when it falls prone must make a **DC 15 Dexterity** saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The goliath longlegs makes one bite attack and then as many leg attacks as it has legs. It can use its Reel in place of two leg attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing damage and the target must make a **DC 15 Constitution** saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Leg. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Paralytic Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing and must succeed on a **DC 15 Constitution** saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the paralyzed effect on itself on a success. As an action, the restrained creature can make a **DC 15 Strength** check, escaping from the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reel. The goliath longlegs pulls one creature caught in its web up to 30 feet straight toward it. If the target is within 10 feet of the goliath longlegs, the goliath longlegs can make one bite attack as a bonus action.

Source: *Creature Codex OGL*

Greater Scrag

Large monstrosity, chaotic evil

Armor class: 16 (natural armor)

Hit points: 127 (15d10+45)

Speed: swim: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+3	0	0	0
(20)	(10)	(17)	(10)	(10)	(11)

Saving throws: Str +8 Con +6

Senses: darkvision 60 ft., passive

Perception 10

Languages: Abyssal, Aquan, Giant

Challenge rating: 7 (2,900 XP)

Amphibious. The scrag can breathe air and water.

Blood Frenzy. The scrag has advantage on melee attack rolls against any creature that doesn't have all of its hp.

Regeneration. The greater scrag regains 10 hp at the start of its turn if it is in contact with water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The greater scrag makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5)

Claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (3d4 + 5)

Source: *Creature Codex OGL*

Herald of Darkness

Large fiend, neutral evil

Armor class: 15 (chain shirt)

Hit points: 105 (10d10 + 50)

Speed: walk: 30 ft., swim: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	+1	+2	+5
(20)	(14)	(20)	(12)	(15)	(20)

Saving throws: Str +8 Con +8 Cha +8

Damage immunities: cold, lightning, necrotic, poison

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 200 ft., passive

Perception 15

Languages: Common, Elvish, Goblin, Infernal, Sylvan

Challenge rating: 7 (2,900 XP)

Corrupting Touch. A herald of darkness can destroy any wooden, leather, copper, iron, or paper object by touching it as a bonus action. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 16 Dexterity saving throw.

Gift of Darkness. A herald of darkness can transform any fey, human, or goblin into one of the shadow fey, if the target willingly accepts this transformation.

Shadow Form. A herald of darkness can become incorporeal as a shadow as a bonus action. In this form, it has a fly speed of 10 feet; it can enter and occupy spaces occupied by other creatures; it gains resistance to all nonmagical damage; it has advantage on physical saving throws; it can pass through any gap or opening; it can't attack, interact with physical objects, or speak. It can return to its corporeal form also as a bonus action.

Actions

Multiattack. The herald of darkness uses Majesty of the Abyss, if it is available, and makes one melee attack.

Embrace Darkness. Melee Weapon Attack. +8 to hit, reach 5 ft., all creatures in reach.

Ijiraq

Hit: 6 (1d12) necrotic damage and targets are paralyzed until the start of the herald's next turn. Making a **DC 17 Constitution** saving throw negates the paralysis.

Majesty of the Abyss (Recharge 4-6). The herald of darkness emits a sinister burst of infernal power. All creatures within 30 feet and in direct line of sight of the herald take 19 (3d12) necrotic damage and must make a **DC 17 Constitution** saving throw. Those who fail the saving throw are blinded for 2 rounds; those who succeed are frightened for 2 rounds.

Shadow Sword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (2d12 + 5) slashing damage.

Source: *Tome of Beasts OGL*

Ijiraq

Medium fey, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 127 (15d8+60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	0	+2	-1
(17)	(13)	(19)	(11)	(15)	(9)

Senses: darkvision 60 ft., truesight 30 ft., passive Perception 15

Languages: Sylvan

Challenge rating: 7 (2,900 XP)

Magic Weapons. The ijiraq's weapon attacks are magical.

Memory Loss. After encountering an ijiraq, a creature must succeed on a **DC 15 Wisdom** saving throw to remember the events. On a failure, the details of the encounter rapidly fade away from the creature's mind, including the presence of the ijiraq.

Actions

Multiattack. In its true form, the ijiraq makes two claw attacks. In its hybrid form, it makes one gore attack and one claw attack.

Gore (Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 9 (2d8) poison damage.

Claw (Hybrid Form or True Form Only).

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 13 (3d8) poison damage. Invisibility (True Form Only). The ijiraq magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). It may choose whether equipment it wears or carries is invisible with it or not.

Change Shape. The ijiraq magically polymorphs into any beast that has a challenge rating no higher than its own, into its caribou-human hybrid form, 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 ijiraq's choice).

While in its true form or its hybrid form, its statistics are the same. When in a beast form, the ijiraq retains its alignment, hp, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source: *Creature Codex OGL*

Jaanavar Jal

Huge monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 172 (15d12+75)

Speed: swim: 60 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	-2	+1	0
(20)	(14)	(20)	(6)	(13)	(10)

Saving throws: Str +8 Con +8
Damage immunities: fire
Senses: blindsense 60 ft, passive Perception 14
Challenge rating: 7 (2,900 XP)

Amphibious. The jaanavar jal can breathe air and water.

Regeneration. The jaanavar jal regains 10 hp at the start of its turn if it has at least 1 hp. If the jaanavar jal takes cold damage, this trait doesn't function at the start of its next turn. The jaanavar jal dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The jaanavar jal makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage

Constrict. Melee Weapon Attack: +8 to hit, reach 5 ft., one Large or smaller creature. Hit: 10 (1d10 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and the jaanavar jal can't constrict another creature.

Flaming Oil Spittle (Recharge 5-6). The jaanavar jal expels a line of burning oil that is 40 feet long and 5 feet wide from glands beside its mouth. Each creature in that line must make a **DC 16 Dexterity** saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Lake Troll

Large giant, chaotic evil

Armor class: 15 (natural armor)
Hit points: 126 (12d10 + 60)
Speed: walk: 20 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5 (20)	+1 (13)	+5 (20)	-1 (8)	0 (10)	-2 (6)

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Giant
Challenge rating: 7 (2,900 XP)

Amphibious. The lake troll can breathe air and water.

Keen Smell. The lake troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The lake troll regains 10 hit points at the start of its turn. If the lake troll takes cold or fire damage, it regains only 5 hit points at the start of its next turn; if it takes both cold and fire damage, this trait doesn't function at the start of the lake troll's next turn. The lake troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The lake troll makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage. If the lake troll hits a creature with both claw attacks in the same turn, the target creature must make a successful **DC 16 Dexterity** saving throw or its weapon (if any) gains a permanent and cumulative -1 penalty to damage rolls. If the penalty reaches -5, the weapon is destroyed. A damaged weapon can be repaired with appropriate artisan's tools during a long rest.

Source: Tome of Beasts OGL

Ningyo*Small aberration, neutral evil*

Armor class: 15

Hit points: 77 (14d6+28)

Speed: fly: 60 ft., swim: 60 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+5	+2	+2	0	-2
(8)	(21)	(15)	(14)	(11)	(7)

Saving throws: Str +2 Dex +8 Wis +3**Senses:** darkvision 120 ft., passive Perception 13**Languages:** Aquan, Common, Deep Speech**Challenge rating:** 7 (2,900 XP)**Aquatic.** The ningyo can breathe only underwater and can hold its breath for 1 hour.**Curse of Ill Fortune.** When a creature that the ningyo can see attacks the ningyo and misses, the attack is automatically redirected against another creature within 5 feet of the ningyo or the attacker. This attack uses the same attack roll.**Actions****Multiattack.** The ningyo makes four barbed tentacle attacks.**Barbed Tentacle.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 5 (1d10) poison damage.*Source: Creature Codex OGL***Oni***Large giant, lawful evil*

Armor class: 16 (chain mail)

Hit points: 110 (13d10 + 39)

Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	+2	+1	+2
(19)	(11)	(16)	(14)	(12)	(15)

Saving throws: Dex +3 Con +6 Wis +4 Cha +5**Senses:** darkvision 60 ft., passive Perception 14**Languages:** Common, Giant**Challenge rating:** 7 (2,900 XP)**Innate Spellcasting.** The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: darkness, invisibility 1/day each; charm person, cone of cold, gaseous form, sleep

Magic Weapons. The oni's weapon attacks are magical.**Regeneration.** The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.**Actions****Multiattack.** The oni makes two attacks, either with its claws or its glaive.**Claw (Oni Form Only).** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.**Glaive.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.**Change Shape.** The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Source: *Systems Reference Document*

Pech Lithlord

Small elemental, neutral good

Armor class: 17 (natural armor)

Hit points: 104 (16d6+48)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+4	+1
(18)	(11)	(16)	(11)	(18)	(13)

Damage immunities: poison

Condition immunities: exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive

Perception 17

Languages: Common, Terran, Undercommon

Challenge rating: 7 (2,900 XP)

Light Sensitivity. While in bright light, the pech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

Innate Spellcasting. The pech lithlord's innate spellcasting ability is Wisdom (spell save DC 15). The pech lithlord can innately cast the following spells, requiring no material components: At will: mending, thunderwave (4d8) 3/day; shatter (4d8) 1/day; meld into stone, stone shape

Actions

Multiattack. The pech lithlord makes three attacks: two with its pick and one with its hammer. If the pech lithlord hits the same target with two attacks, the target must succeed on a DC 15 Constitution saving

throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pick. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Hammer. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Source: *Creature Codex OGL*

Possessed Pillar

Large construct, unaligned

Armor class: 14 (natural armor)

Hit points: 95 (10d10 + 40)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-4	0	-5
(20)	(8)	(19)	(3)	(11)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 7 (2,900 XP)

Immutable Form. The pillar is immune to any spell or effect that would alter its form.

Magic Resistance. The pillar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pillar's weapon attacks are magical.

Psoglav Demon

Steal Weapons. The eldritch magic that powers the pillar produces a magnetic power that seizes metal objects that touch it, including metal weapons. When a creature successfully strikes the pillar with a metal melee weapon, the attacker must make a successful **DC 15 Strength** or **Dexterity** saving throw or the weapon becomes stuck to the pillar until the pillar releases it or is destroyed. The saving throw uses the same ability as the attack used. The pillar can release all metal weapons stuck to it whenever it wants. A pillar always drops all weapons stuck to it when it believes it's no longer threatened. This ability affects armor only during a grapple.

False Appearance. While the pillar remains motionless, it is indistinguishable from a statue or a carved column.

Actions

Multiattack. The pillar makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Source: *Tome of Beasts OGL*

Psoglav Demon

Large fiend, chaotic evil

Armor class: 17 (natural armor)

Hit points: 115 (11d10 + 55)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+6	+5	+3	+4	+4
(21)	(23)	(20)	(16)	(19)	(18)

Saving throws: Dex +9 Con +8 Wis +7 Cha +7

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages: Common, Infernal; telepathy

60 ft.

Challenge rating: 7 (2,900 XP)

Innate Spellcasting. the psoglav's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spell, requiring no material components:

1/day: greater invisibility

Magic Weapon. The psoglav's weapon attacks are magical.

Shadow Door (4/Day). The psoglav has the ability to travel between shadows as if by means of a dimension door spell. The magical transport must begin and end in an area with at least some dim light. The shadow door can span a maximum of 90 feet.

Actions

Multiattack. The psoglav demon makes three bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5).

Shadow Stealing Ray (Recharge 5-6). The psoglav emits a beam from its single eye. One target within 60 feet of the psoglav is hit automatically by the ray. The target is knocked 20 feet back and must succeed on a **DC 15 Dexterity** saving throw or be knocked prone. The target's shadow stays in the space the target was originally in, and acts as an undead shadow under the command of the psoglav demon. If the creature hit with the shadow stealing ray flees the encounter, it is without a natural shadow for **1d12** days before the undead shadow fades and the creature's natural shadow returns. The undead shadow steals the body of its creature of origin if that creature is killed during the encounter; in that case, the creature's alignment shifts to evil and it falls under the command of the psoglav. The original creature regains its natural shadow immediately if the undead shadow is slain. A creature can only have its shadow stolen by the shadow stealing ray once per day, even if hit by the rays of

two different psoglav demons, but it can be knocked back by it every time it is hit.

Source: Tome of Beasts OGL

Red Hag

Medium fey, neutral evil

Armor class: 15 (natural armor)

Hit points: 119 (14d8 + 56)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+4	+6	+2
(19)	(16)	(18)	(18)	(22)	(15)

Condition immunities: charmed, poisoned

Senses: blood sense 90 ft., darkvision 60 ft., passive Perception 16

Languages: Common, Druidic, Giant

Challenge rating: 7 (2,900 XP)

Amphibious. The hag can breathe air and water.

Spellcasting. the hag is an 8th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 17, +9 to hit with spell attacks). She requires no material components to cast her spells. The hag has the following druid spells prepared:

cantrips (at will): animal friendship (red hags treat this as a cantrip), poison spray, thorn whip

1st level (4 slots): cure wounds, entangle, speak with animals

2nd level (3 slots): barkskin, flame blade, lesser restoration

3rd level (3 slots): call lightning, conjure animals, dispel magic, meld into stone

4th level (2 slots): control water, dominate beast, freedom of movement, hallucinatory terrain

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Blood Sense. A red hag automatically senses the presence of the blood of living creatures within 90 feet and can pinpoint their locations within 30 feet.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) slashing damage.

Siphoning Aura (Recharge 5-6). The red hag radiates an aura in a 30-foot radius, lasting for 3 rounds, that draws all fluids out through a creature's mouth, nose, eyes, ears, and pores. Every creature of the hag's choosing that starts its turn in the affected area takes 18 (4d6 + 4) necrotic damage, or half damage with a successful DC 15 Constitution saving throw.

Source: Tome of Beasts OGL

Risen Reaver

Large undead, chaotic evil

Armor class: 15 (studded leather)

Hit points: 168 (16d10 + 80)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+5	-1	-2	-2
(19)	(16)	(20)	(9)	(7)	(6)

Saving throws: Dex +6

Senses: darkvision 120 ft., passive Perception 11

Languages: any languages it knew in life

Challenge rating: 7 (2,900 XP)

Life Sense. The risen reaver automatically detects all living creatures within 120 feet. This sense is blocked by 3 feet of wood, 1 foot of earth or stone, an inch of metal, or a thin sheet of lead.

Pounce. When the risen reaver hits an enemy with its blade attack after moving at least 20 feet, the target creature must make a **DC 15 Strength** saving throw. On a failure, the creature falls prone and the risen reaver can use a bonus action to make a single blade attack.

Infused Arsenal. As a bonus action, the risen reaver can absorb one unattended weapon into its body. For every weapon it absorbs, it deals +1 damage with its blade attacks (maximum of +3).

Skitter. The risen reaver can take the Dash action as a bonus action.

Actions

Multiattack. The risen reaver makes three blade attacks.

Blade. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) slashing damage.

Source: *Tome of Beasts OGL*

Sammael

Medium celestial, neutral good

Armor class: 16 (natural armor)

Hit points: 104 (16d8+32)

Speed: fly: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	0	+4	+1
(18)	(10)	(14)	(10)	(19)	(12)

Saving throws: Wis +7 Cha +4

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 120 ft., passive Perception 17

Languages: all, telepathy 120 ft.

Challenge rating: 7 (2,900 XP)

Angelic Weapons. The sammael's weapon attacks are magical. When the sammael hits with any weapon, the weapon deals an

extra **2d8** radiant damage (included in the attack).

Sacred Duty. The sammael angel can use its bonus action to shift its purpose between Destructor, Executioner, and Punisher. * Destructor. The sammael's purpose is to destroy unholy monuments and statues. Its weapon attacks deal double damage to objects and structures. * Executioner. The sammael's purpose is to slay a specific creature. The angel has advantage on attack rolls against a specific creature, chosen by its deity. As long as the angel and the victim are on the same plane of existence, the angel knows the precise location of the creature. * Punisher. The sammael's purpose is to punish, but not kill, creatures, inflicting long-term suffering on those of its deity's choosing. A creature reduced to 0 hp by the angel loses 3 (1d6) Charisma as its body is horribly scarred by the deity's retribution. The scars last until the creature is cured by the greater restoration spell or similar magic.

Actions

Multiattack. The sammael makes two melee attacks.

Greataxe (Executioner Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a **DC 16 Wisdom** saving throw or be frightened until the end of its next turn.

Slam (Destructor Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) fire damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a **DC 16 Strength** saving throw or be pushed 10 feet away from the angel.

Whip (Punisher Form Only). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a **DC 16**

Constitution saving throw or be stunned until the end of its next turn. A creature's hp maximum is reduced by an amount equal to the radiant damage taken. This reduction lasts until the creature finishes a short or long rest.

Source: *Creature Codex OGL*

Sand Spider

Large beast, unaligned

Armor class: 15 (natural armor)
Hit points: 105 (14d10 + 28)
Speed: walk: 30 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+2	-3	+1	-3
(20)	(17)	(14)	(4)	(12)	(4)

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages: -

Challenge rating: 7 (2,900 XP)

Sand Stealth. The sand spider gains an additional +3 to Stealth (+9 in total) in sand terrain.

Spider Climb. The sand spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Ambusher. The sand spider has advantage on attack rolls against surprised targets.

Actions

Multiattack. The sand spider makes two attacks with its impaling legs and one bite attack.

Impaling Leg. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage. If the sand spider scores a critical hit with this attack, it rolls damage dice three times instead of twice. If both impaling leg attacks hit the same target, the second hit does an extra 11 (1d12 + 5) piercing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 16 (2d10 + 5) piercing damage plus 13 (3d8) poison damage, or half as much poison damage with a successful DC 13 Constitution saving throw.

Source: *Tome of Beasts OGL*

Sentinel in Darkness

Large construct, unaligned

Armor class: 13 (natural armor)
Hit points: 127 (15d10+45)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+3	-2	+4	-5
(20)	(9)	(16)	(6)	(18)	(1)

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: truesight 60 ft., passive Perception 17

Languages: understands the languages of its creator but can't speak

Challenge rating: 7 (2,900 XP)

Scourge of the Seekers. The sentinel has advantage on attack rolls against creatures with darkvision, blindsight, or truesight.

Vault Keeper. Secret doors and illusory walls within 1,500 feet of the sentinel have the DC to detect their presence increased by 5.

Actions

Multiattack. The sentinel makes two stone fist attacks. If both attacks hit a Large or smaller creature, the target must succeed on a DC 15 Wisdom saving throw or lose one non-weapon, non-armor object that is small enough to fit in one hand. The object is teleported to a random unoccupied space within 200 feet of the sentinel. The target feels a mental tug in the general direction of the item until it is recovered.

Shadow Beast

Stone Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (2d12 + 5) bludgeoning damage.

Curse of the Wanderer (Recharge 6). One creature the sentinel can see within 30 feet of it must succeed on a **DC 15 Wisdom** saving throw or suffer the Curse of the Wanderer. While cursed, the creature's speed is halved and it can't regain hp. For every 24 hours it goes without discovering or learning new information, it takes 10 (3d6) psychic damage. The curse lasts until it is lifted by a remove curse spell or similar magic.

Source: *Creature Codex OGL*

Shadow Beast

Medium fey, chaotic evil

Armor class: 14

Hit points: 135 (18d8 + 54)

Speed: hover: True ft., walk: 0 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+3	+2	+2	+4
(20)	(18)	(17)	(14)	(14)	(19)

Saving throws: Dex +7 Con +6

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Elvish, Umbral, Void Speech

Challenge rating: 7 (2,900 XP)

Amorphous. The shadow beast can move through a space as narrow as 1 inch wide without squeezing.

Incorporeal Movement. The shadow beast can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting: the shadow beast's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: fear, telekinesis

Magic Resistance. The beast has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the shadow beast has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shadow beast makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Shadow Push (Recharge 5-6). The shadow beast buffets opponents with a gale of animated shadows in a 15-foot cone. Any creatures in the area of effect must succeed on a **DC 15 Strength** saving throw or be pushed back 10 feet and knocked prone.

Source: *Tome of Beasts OGL*

Shadow Fey Enchantress

Medium humanoid (shadow fey), lawful evil

Armor class: 16 (breastplate)

Hit points: 123 (19d8 + 38)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	+1	+3	+4
(10)	(15)	(14)	(12)	(17)	(18)

Saving throws: Dex +5 Wis +6 Cha +7

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Elvish, Umbral

Challenge rating: 7 (2,900 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. the shadow fey's innate spellcasting ability is Charisma. She can cast the following spells innately, requiring no material components.

4/day: misty step (when in shadows, dim light, or darkness only)

Spellcasting. the shadow fey is a 10th-level spellcaster. Her spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks). She knows the following bard spells.

cantrips (at will): blade ward, friends, message, vicious mockery

1st level (4 slots): bane, charm person, faerie fire

2nd level (3 slots): enthrall, hold person

3rd level (3 slots): conjure fey, fear, hypnotic pattern

4th level (3 slots): confusion, greater invisibility, phantasmal killer

5th level (2 slots): animate objects, dominate person, hold monster

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The shadow fey makes two rapier attacks.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2)

piercing damage plus 17 (5d6) psychic damage.

Beguiling Whispers (recharge 5-6). The shadow fey speaks sweet words to a creature she can see within 60 feet, that can hear the enchantress. The creature must succeed on a DC 15 Charisma saving throw or be charmed for 1 minute. While charmed in this way, the creature has disadvantage on Wisdom and Charisma saving throws made to resist spells cast by the enchantress.

Leadership (recharges after a Short or Long Rest). The enchantress can utter a special command or warning to a creature she can see within 30 feet of her. The creature must not be hostile to the enchantress and it must be able to hear (the command is inaudible to all but the target creature). For 1 minute, the creature adds a d4 to its attack rolls and saving throws. A creature can benefit from only one enchantress's Leadership at a time. This effect ends if the enchantress is incapacitated.

Source: *Tome of Beasts OGL*

Shield Guardian

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 142 (15d10 + 60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+4	-2	0	-4
(18)	(8)	(18)	(7)	(10)	(3)

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages: understands commands given in any language but can't speak

Challenge rating: 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Source: Systems Reference Document

Soul Eater

Medium fiend, neutral evil

Armor class: 16

Hit points: 104 (16d8 + 32)

Speed: walk: 30 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+6	+2	+1	0	0
(13)	(22)	(14)	(12)	(11)	(11)

Saving throws: Dex +9 Con +5 Cha +3

Damage immunities: poison

Condition immunities: paralyzed, poisoned, stunned, unconscious

Senses: darkvision 60 ft., passive

Perception 13

Languages: Infernal

Challenge rating: 7 (2,900 XP)

Caster Link. When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see Find Target ability, below) dies before the soul eater can drain the target's soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks. While the soul eater and the conjurer share the same plane, it can use its Find Target ability to locate its conjurer.

Find Target. When a soul eater's conjurer orders it to find a creature, it can do so unerringly, despite the distance or intervening obstacles, provided the target is on the same plane of existence. The conjurer must have seen the desired target and must speak the target's name.

Actions

Multiattack. The soul eater makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) psychic damage, or half as much psychic damage with a successful DC 15 Constitution saving throw.

Soul Drain. If the soul eater reduces a target to 0 hit points, the soul eater can devour that creature's soul as a bonus action. The victim must make a DC 13 Constitution saving throw. Success means the target is dead but can be restored to life by normal means. Failure means the

target's soul is consumed by the soul eater and the target can't be restored to life with clone, raise dead, or reincarnation. A resurrection, miracle, or wish spell can return the target to life, but only if the caster succeeds on a DC 15 spellcasting check. If the soul eater is killed within 120 feet of its victim's corpse and the victim has been dead for no longer than 1 minute, the victim's soul returns to the body and restores it to life, leaving the victim unconscious and stable with 0 hit points.

Source: *Tome of Beasts OGL*

Spark

Tiny elemental, chaotic neutral

Armor class: 16 (natural armor)
Hit points: 84 (13d4 + 52)
Speed: hover: True ft., walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+5	+4	0	+1	+3
(4)	(20)	(18)	(10)	(12)	(17)

Saving throws: Dex +8
Damage immunities: lightning
Condition immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 11
Languages: Common, Primordial
Challenge rating: 7 (2,900 XP)

Innate Spellcasting. the spark's innate casting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: shocking grasp

3/day: lightning bolt

1/day: call lightning

Actions

Inhabit. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: The target must succeed on a DC 14 Charisma saving throw or become dominated by the spark, as the dominate person spell. The spark instantly enters the target's space and merges into the target's physical form. While inhabiting a creature, a spark takes no damage from physical attacks. The target creature receives a +4 bonus to its Dexterity and Charisma scores while it's inhabited. The speech and actions of an inhabited creature are noticeably jerky and erratic to any creature with passive Perception 14 or higher. Each time the spark uses innate spellcasting, the host can attempt another DC 14 Charisma saving throw. A successful save expels the spark, which appears in an unoccupied space within 5 feet of the former host. The inhabiting spark slowly burns out its host's nervous system. The inhabited creature must make a successful DC 15 Constitution saving throw at the end of each 24 hour-period or take 2d6 lightning damage and have its maximum hit points reduced by the same amount. The creature dies if this damage reduces its hit point maximum to 0. The reduction lasts until the inhabited creature completes a long rest after the spark is expelled.

Source: *Tome of Beasts OGL*

Spider Of Leng

Large aberration, chaotic evil

Armor class: 15 (natural armor)
Hit points: 144 (17d10 + 51)
Speed: walk: 30 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	+3	0	0
(14)	(16)	(16)	(17)	(10)	(10)

Saving throws: Dex +6 Con +6 Int +6
Condition immunities: charmed, poisoned, unconscious
Senses: darkvision 240 ft., passive Perception 13

Spirit Lamp

Languages: Common, Void Speech

Challenge rating: 7 (2,900 XP)

Eldritch Understanding. A spider of Leng can read and use any scroll.

Innate Spellcasting. the spider of Leng's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: comprehend languages, detect magic, shocking grasp

3/day each: shield, silence

1/day each: arcane eye, confusion, hypnotic pattern, stonewall

Poisonous Blood. An attacker who hits a spider of Leng with a melee attack from within 5 feet must make a successful DC 15 Dexterity saving throw or take 7 (2d6) poison damage and be poisoned until the start of its next turn.

Shocking Riposte. When a spider of Leng casts shield, it can also make a shocking grasp attack for 9 (2d8) lightning damage against one enemy within 5 feet as part of the same reaction.

Actions

Multiattack. A spider of Leng makes two claw attacks, two staff attacks, or one of each.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage plus 4 (1d8) poison damage.

Spit Venom. Ranged Weapon Attack: +6 to hit, range 60 ft., one target. Hit: 16 (3d8 + 3) poison damage, and the target must make a successful DC 14 Constitution saving throw or be poisoned and blinded until the end of its next turn.

Staff of Leng. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2)

bludgeoning damage plus 13 (2d12) psychic damage, and the target must make a successful DC 15 Wisdom saving throw or be stunned until the start of the spider's next turn.

Source: Tome of Beasts OGL

Spirit Lamp

Medium undead, chaotic evil

Armor class: 17 (natural armor)

Hit points: 82 (11d8+33)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+3	+1	+2	+4
(12)	(19)	(16)	(13)	(14)	(19)

Saving throws: Dex +7 Con +6

Damage immunities: necrotic, poison, psychic

Condition immunities: charmed, frightened, poisoned, unconscious

Senses: passive Perception 15

Languages: Common

Challenge rating: 7 (2,900 XP)

Jumpy. The spirit lamp can't be surprised and can use a bonus action to take the Disengage action.

Lantern's Light. As a bonus action, the spirit lamp can open or close its lantern. When open, the lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The spirit lamp can only see objects within the lantern's light and is blind while the lantern is closed. The lantern's light pierces magical and nonmagical darkness and can't be dispelled by magical darkness. If a creature dies in the lantern's light, its spirit is trapped in the lantern.

Lantern Spirits. Spirits of creatures that died within the lantern's light haunt it. While the lantern is open, these spirits surround the spirit lamp, slowing and attacking all creatures within the lantern's light. A creature that starts its turn within

30 feet of the spirit lamp has its speed halved and must make a **DC 15 Wisdom** saving throw, taking 10 (**3d6**) necrotic damage on a failed save, or half as much damage on a successful one. If the spirit lamp dies and the lantern is open, the lantern's spirits continue to harm creatures within 30 feet of it until the lantern is destroyed or closed.

Spirit Lantern. The spirit lamp's lantern is immune to damage and can't be the target of spells or effects as long as the spirit lamp lives. When the spirit lamp dies, the lantern floats gently to the ground and opens, if it was closed. The lantern has AC 17, 50 hp, and is immune to piercing, poison, and psychic damage. A creature that touches the lantern must succeed on a **DC 15 Charisma** saving throw or be cursed. A cursed creature is frightened of darkness, can't see anything outside of the lantern's light, and is unable to drop the lantern. The cursed creature will risk its own life to protect the lantern. A creature can repeat the saving throw each day at dawn, lifting the curse and ending the effects on itself on a success. If this occurs, the lantern disintegrates. After three failed saving throws, remove curse or similar magic is required to end the curse.

If the creature remains cursed after 30 days, it is irreversibly changed by the curse, and it becomes the lantern's new spirit lamp. Voluntarily opening the lantern counts as a failed saving throw. If the lantern is destroyed, all captured spirits are put to rest and the cursed bearer, if it has not yet changed into a spirit lamp, is freed of the curse.

Actions

Multiattack. The spirit lamp makes three attacks.

Spirit Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (**1d6** + 4) necrotic damage.

Lantern Beam. Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: 11 (**2d10**) fire damage.

Source: *Creature Codex OGL*

Stone Giant

Huge giant, neutral

Armor class: 17 (natural armor)

Hit points: 126 (**11d12** + 55)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	0	+1	-1
(23)	(15)	(20)	(10)	(12)	(9)

Saving throws: Dex +5 Con +8 Wis +4

Senses: darkvision 60 ft., passive

Perception 14

Languages: Giant

Challenge rating: 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (**3d8** + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (**4d10** + 6) bludgeoning damage. If the target is a creature, it must succeed on a **DC 17 Strength** saving throw or be knocked prone.

Source: *Systems Reference Document*

Tveirherjar

Medium undead, lawful evil

Two-Headed Eagle

Armor class: 18 (chain mail, shield)

Hit points: 102 (12d8+48)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	0	+2	+2
(19)	(12)	(19)	(10)	(14)	(14)

Damage immunities: poison

Condition immunities: poisoned

Senses: truesight 60 ft., passive Perception 12

Languages: Common, Draconic

Challenge rating: 7 (2,900 XP)

Battle Frenzy. Once reduced to 30 hp or less, the tveirherjar makes all attacks with advantage.

Curse of the Tveirherjar (Recharge 6). As a bonus action, the tveirherjar forces a creature it hit with its Niflheim longsword this round to make a **DC 15 Constitution** saving throw. The creature takes 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If an einherjar is reduced to 0 hp by this effect, it dies, cursed to become a tveirherjar at sundown.

Niflheim Longsword. The tveirherjar's longsword absorbs light within 30 feet of it, changing bright light to dim light and dim light to darkness. When the tveirherjar dies, its longsword crumbles away, its magic returning to the creator for the next tveirherjar.

Unerring Tracker. The tveirherjar can locate any einherjar within 1,000 feet. This trait works like the locate creature spell, except running water doesn't block it.

Actions

Multiattack. A tveirherjar makes two attacks with its Niflheim longsword.

Niflheim Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Spear of the Northern Sky (Recharge 5-6).

Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) radiant damage, and the target is outlined in a shimmering light until the end of the tveirherjar's next turn. This light works like the faerie fire spell, except only the tveirherjar has advantage on attacks against the creature and the light is not absorbed by the tveirherjar's Niflheim longsword.

Terrifying Glare (Recharge 5-6). The tveirherjar targets one creature it can see within 30 feet of it. If the creature can see the tveirherjar, it must succeed on a **DC 15 Wisdom** saving throw or be frightened for 1 minute. While frightened, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Two-Headed Eagle

Huge monstrosity, unaligned

Armor class: 15

Hit points: 142 (15d12+45)

Speed: fly: 100 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+5	+3	-2	+1	+2
(20)	(21)	(16)	(6)	(12)	(14)

Condition immunities: charmed

Senses: truesight 120 ft., passive Perception 14

Languages: understands Common but can't speak

Challenge rating: 7 (2,900 XP)

Flyby. The two-headed eagle doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Two-Headed. The eagle has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed,

deafened, frightened, stunned, and knocked unconscious.

Wakeful. While the two-headed eagle sleeps, at least one of its heads is awake.

Actions

Multiattack. The two-headed eagle makes two bite attacks and one talons attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Talons. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the two-headed eagle can't use its talons on another target.

Source: *Creature Codex OGL*

Umbral Vampire

Medium fiend, chaotic evil

Armor class: 14

Hit points: 84 (13d8 + 26)

Speed: hover: True ft., walk: 0 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+4	+2	+2	+2	+4
(1)	(18)	(15)	(14)	(14)	(19)

Saving throws: Con +7 Cha +7

Damage immunities: cold, necrotic, poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Umbral, Void Speech

Challenge rating: 7 (2,900 XP)

Incorporeal Movement. The umbral vampire can move through other creatures and objects as if they were difficult terrain. It

takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. the umbral vampire's innate spellcasting ability is Charisma (spell save DC 15). The umbral vampire can innately cast the following spells, requiring no material components:

at will: mirror image, plane shift (plane of shadows only)

1/day each: bane (when in dim light or darkness only), black tentacles

Shadow Blend. When in dim light or darkness, the umbral vampire can Hide as a bonus action, even while being observed.

Strike from Shadow. The reach of the umbral vampire's umbral grasp attack increases by 10 feet and its damage increases by 4d6 when both the umbral vampire and the target of the attack are in dim light or darkness and the umbral vampire is hidden from its target.

Sunlight Sensitivity. While in direct sunlight, the umbral vampire has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Umbral Grasp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) cold damage and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a shadow rises from the corpse 1d4 hours later.

Source: *Tome of Beasts OGL*

Ursa Polaris

Large monstrosity, neutral evil

Velloso

Armor class: 15 (natural armor)

Hit points: 133 (14d10+56)

Speed: swim: 30 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	-3	+3	-3
(20)	(12)	(18)	(4)	(16)	(5)

Damage immunities: cold

Senses: passive Perception 16

Challenge rating: 7 (2,900 XP)

Keen Smell. The ursa polaris has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The ursa polaris has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The ursa polaris makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) cold damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Cold Breath (Recharge 5-6). The ursa polaris exhales a blast of freezing wind and shards of ice in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) cold damage and 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Hypnotic Array (Recharge 5-6). The ursa polaris sways its back, causing the ice formations on its shoulders to catch available light. Each creature within 30 feet of the ursa polaris that sees the light pattern must make a DC 15 Wisdom saving throw. On a failure, a creature takes 21 (6d6) radiant damage and is stunned for 1 minute. On a success, a creature takes

half the damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the creature takes any damage or if another creature takes an action to shake it out of its stupor.

Source: *Creature Codex OGL*

Velloso

Medium fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 120 (16d8+48)

Speed: climb: 40 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-1	+2	-2
(18)	(15)	(16)	(9)	(14)	(7)

Saving throws: Dex +5 Con +6

Damage immunities: necrotic, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 15

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 7 (2,900 XP)

Keen Smell. The velloso has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The velloso has advantage on saving throws against spells and other magical effects.

Magic Weapons. The velloso's weapon attacks are magical.

Spider Climb. The velloso can climb surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The velloso makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing

damage and the target must succeed on a **DC 15 Constitution** saving throw or take 13 (3d8) necrotic damage and contract the carrion curse disease (see sidebar).

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Constitution saving throw or gain one level of exhaustion. If an infected creature succeeds on the saving throw, it no longer gains exhaustion levels each day. A second successful save at the end of a long rest cures the disease. The abyssal disease resists many efforts at treatment and can only be cured by a greater restoration spell or similar magic. A living creature that dies from the effects of carrion curse has a 75% chance of rising again as a blood zombie (see page 393) within 24 hours.

Source: *Creature Codex OGL*

Vine Lord

Medium plant, lawful neutral

Armor class: 16 (natural armor)

Hit points: 105 (14d8 + 42)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	+2	+3	+4
(12)	(20)	(16)	(14)	(16)	(18)

Saving throws: Con +6 Wis +6 Cha +7

Condition immunities: blinded, deafened

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages: Common

Challenge rating: 7 (2,900 XP)

Green Strider. The vine lord ignores movement restrictions and damage caused by natural undergrowth.

Magic Resistance. The vine lord has advantage on saving throws against spells and other magical effects.

Regeneration. The vine lord regains 10 hit points at the start of its turn if it has at least 1 hit point and is within its home forest or jungle.

Root Mind. Within its home forest or jungle, the vine lord's blindsight extends to 60 ft., it succeeds on all Wisdom (Perception) checks, and it can't be surprised.

Actions

Multiattack. The vine lord makes two claw attacks and four tendril attacks. A single creature can't be the target of more than one tendril attack per turn.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Spore Sacs (1/week). The vine lord can release seeds from specialized sacs on its tendrils. These seeds sprout into 1d4 green spore pods that reach maturity in 3 days. The pods contain noxious spores that are released when the pod is stepped on, picked, or otherwise tampered with. A humanoid or beast that inhales these spores must succeed on a **DC 14 Constitution** saving throw against disease or tendrils start growing inside the creature's body. If the disease is not cured within 3 months, the tendrils take over the creature's nervous system and the victim becomes a tendril puppet.

Tendrill. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d4 + 5) slashing damage plus 3 (1d6) poison damage.

Awaken the Green (1/Day). The vine lord magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the vine lord. The tree remains animate for 1 day or until it dies;

War Wyvern

until the vine lord dies or is more than 120 feet from the tree; or until the vine lord takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Source: Tome of Beasts OGL

War Wyvern

Large dragon, unaligned

Armor class: 15 (scale mail)

Hit points: 119 (14d10+42)

Speed: fly: 80 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	-2	+2	-2
(20)	(12)	(16)	(6)	(14)	(6)

Saving throws: Wis +5

Senses: darkvision 60 ft., passive

Perception 15

Languages: understands Common and Draconic, but can't speak

Challenge rating: 7 (2,900 XP)

Siege Monster. The wyvern deals double damage to objects and structures.

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) poison damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage and the creature is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the wyvern can't use its claw on another target.

Stinger. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage. The target must make a

DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Venom (Recharge 5-6). The wyvern spits venom at a target within 60 feet. The target must make a **DC 16 Constitution** saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Warlock's Trumpetbloom

Large plant, neutral evil

Armor class: 15 (natural armor)

Hit points: 152 (16d10+64)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+4	-2	0	-2
(17)	(10)	(18)	(6)	(10)	(6)

Saving throws: Str +6 Con +7

Damage immunities: poison

Condition immunities: blinded, deafened, exhaustion, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages: understands Void Speech but can't speak

Challenge rating: 7 (2,900 XP)

Alien Mind. A creature who attempts to communicate with the trumpetbloom must succeed on a **DC 15 Wisdom** saving throw or become frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magic Resistance. The trumpetbloom has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The trumpetbloom makes three attacks: one with its stinger and two with its tendrils.

Stinger. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 16 (2d12 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target is paralyzed while poisoned in this way. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tendril. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 14) if it is a Medium or smaller creature. The trumpetbloom has two tendrils, each of which can grapple only one target.

Source: *Creature Codex OGL*

Young Black Dragon

Large dragon, chaotic evil

Armor class: 18 (natural armor)
Hit points: 127 (15d10 + 45)
Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+1	0	+2
(19)	(14)	(17)	(12)	(11)	(15)

Saving throws: Dex +5 Con +6 Wis +3 Cha +5

Damage immunities: acid
Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages: Common, Draconic
Challenge rating: 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Young Copper Dragon

Large dragon, chaotic good

Armor class: 17 (natural armor)
Hit points: 119 (14d10 + 42)
Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+3	+1	+2
(19)	(12)	(17)	(16)	(13)	(15)

Saving throws: Dex +4 Con +6 Wis +4 Cha +5

Damage immunities: acid
Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages: Common, Draconic
Challenge rating: 7 (2,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14

Young Light Dragon

Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a **DC 14 Constitution** saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source: Systems Reference Document

Young Light Dragon

Large dragon, neutral good

Armor class: 15 (natural armor)

Hit points: 142 (15d10+60)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+4	+2	+3	+2
(18)	(10)	(19)	(14)	(16)	(15)

Saving throws: Dex +3 Con +7 Wis +6 Cha +5

Damage immunities: radiant

Condition immunities: blinded

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Draconic

Challenge rating: 7 (2,900 XP)

Illumination. The dragon sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Void Traveler. The light dragon travels from star to star and does not require air,

food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons: **Radiant Breath.** The dragon exhales radiant energy in a 30-foot cone. Each creature in that area must make a **DC 15 Dexterity** saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. **Flaring Breath.** The dragon emits a flash of dazzling light from its maw in a 30-foot cone. Each creature in that area must make a **DC 15 Constitution** saving throw or be blinded. Undead within the area of effect must also make a **DC 15 Wisdom** saving throw or be turned for 1 minute. Undead of CR 1 or lower who fail the saving throw are instantly destroyed.

Source: Creature Codex OGL

Challenge 8

Ala*Medium fey, chaotic evil*

Armor class: 17 (natural armor)

Hit points: 127 (15d8 + 60)

Speed: walk: 30 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+4	0	+3	-1
(20)	(16)	(18)	(10)	(16)	(8)

Damage immunities: lightning, poison, thunder**Condition immunities:** poisoned**Senses:** darkvision 60 ft., passive

Perception 19

Languages: Common, Draconic**Challenge rating:** 8 (3,900 XP)*Flyby.* The ala doesn't provoke an opportunity attack when it flies out of an enemy's reach.*Poison Flesh.* The ala's poison infuses its flesh. A creature that makes a successful bite attack against an ala must make a **DC 16 Constitution** saving throw; if it fails, the creature takes 10 (3d6) poison damage.*Storm's Strength.* If an electrical storm is raging around an ala and its target, the saving throw against Lightning's Kiss is made with disadvantage.**Actions***Multiattack.* The ala makes two claw attacks or one claw and one bite attack.*Bite.* Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 16 saving throw or take 10 (3d6) poison damage.*Claw.* Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.*Lightning's Kiss (Recharge 5-6).* One target within 50 feet must make a **DC 16 Dexterity** saving throw. It takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.*Source: Tome of Beasts OGL***Ancient Mandriano***Huge plant, lawful evil*

Armor class: 14 (natural armor)

Hit points: 102 (12d12+24)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+2	+1	0	-2
(21)	(8)	(15)	(12)	(10)	(7)

Damage immunities: poison**Condition immunities:** exhaustion, poisoned**Senses:** passive Perception 13**Challenge rating:** 8 (3,900 XP)*Siege Monster.* The ancient mandriano deals double damage to objects and structures.**Actions***Multiattack.* The ancient mandriano makes two swipe attacks.*Swipe.* Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. It can grapple up to three creatures.*Consume the Spark.* The mandriano drains the essence of one grappled target. The target must make a **DC 16 Constitution** saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and

the mandriano regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way rises 24 hours later as a zombie or skeleton under the mandriano's control, unless the humanoid is restored to life or its body is destroyed. The mandriano can control up to twelve undead at one time.

Call the Dead (3/Day). The ancient mandriano animates one humanoid corpse within 60 feet. This works like the animate dead spell, except it only creates zombies and the zombies. The mandriano can control up to twenty zombies at one time.

Source: *Creature Codex OGL*

Angel, Chained

Medium celestial, neutral evil

Armor class: 16 (natural armor)

Hit points: 88 (16d8 + 16)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+3 (16)	+1 (12)	+1 (12)	+4 (18)	+5 (20)

Saving throws: Dex +6 Wis +7 Cha +8

Damage immunities: fire, radiant

Senses: darkvision 200 ft., passive Perception 17

Languages: Common, Celestial, Infernal

Challenge rating: 8 (3,900 XP)

Redemption. Any caster brave enough to cast a knock spell on a chained angel can remove the creature's shackles, but this always exposes the caster to a blast of unholy flame as a reaction. The caster takes 16 (3d10) fire damage and 16 (3d10) radiant damage, or half as much with a successful DC 16 Dexterity saving throw. If the caster survives, the angel makes an immediate DC 20 Wisdom saving throw; if it succeeds, the angel's chains fall away and it is restored to its senses and to a

Good alignment. If the saving throw fails, any further attempts to cast knock on the angel's chains fail automatically for one week.

Actions

Multiattack. The chained angel makes two fiery greatsword attacks.

Fiery Greatsword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 16 (3d10) fire damage.

Fallen Glory (Recharge 5-6). All creatures within 50 feet of the chained angel and in its line of sight take 19 (3d12) radiant damage and are knocked prone, or take half damage and aren't knocked prone with a successful DC 15 Strength saving throw.

Source: *Tome of Beasts OGL*

Ankou Soul Seeker

Large dragon, neutral

Armor class: 15 (natural armor)

Hit points: 171 (18d10+72)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3 (17)	0 (10)	+4 (19)	+1 (13)	+2 (14)	+3 (16)

Saving throws: Dex +3 Con +7 Wis +5 Cha +5

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: truesight 60 ft., passive Perception 18

Languages: all

Challenge rating: 8 (3,900 XP)

Aura of Necromancy's Bane. When an undead creature starts its turn within 30 feet of the ankou, the undead must make a DC 15 Constitution saving throw, taking 7

(2d6) radiant damage on a failed save, or half as much damage on a successful one.

Cloak of Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. The cloak of shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Death Ascended. The ankou has the celestial type in addition to the dragon type.

Actions

Multiattack. The ankou makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 3) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Reaper's Breath (Recharge 5-6). The ankou exhales cold fire in a 30-foot line that is 5 feet wide. Each creature in that area must make a **DC 15 Dexterity** saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one. Undead creatures automatically fail the saving throw and treat all damage dealt by this breath weapon as radiant instead of cold.

Change Shape. The ankou magically polymorphs into any beast, humanoid, or undead creature it has seen before 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 ankou's choice). Its statistics, other than its size, are the same in each form and it doesn't gain any class features or legendary actions of the new form.

Usher of Souls. The ankou can transport itself and up to eight creatures in contact

with it to another plane of existence. This works like the plane shift spell, except dead or incorporeal creatures can be transported and don't have to be willing. The ankou can't use this ability to banish an unwilling creature.

Source: *Creature Codex OGL*

Arborcyte

Large plant, chaotic neutral

Armor class: 16 (natural armor)

Hit points: 127 (15d10+45)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5 (21)	+1 (12)	+3 (16)	-3 (5)	0 (10)	-4 (3)

Saving throws: Con +6

Condition immunities: deafened

Senses: darkvision 60 ft., passive

Perception 10

Challenge rating: 8 (3,900 XP)

Shearing. Whenever the arborcyte suffers 10 or more damage from a single attack, a length of its vines breaks free. This animated tendril is under the arborcyte's control, moving and acting as an extension of the creature. Each tendril has AC 14, 10 hp, and a speed of 10 feet.

Actions

Multiattack. The arborcyte makes two thorn vine attacks plus one animated tendril attack for each tendril it can see that has been created through its Shearing trait.

Thorn Vine. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target takes 7 (2d6) acid damage at the start of each of the arborcyte's turns, and tendril attacks against the target have advantage. The arborcyte can grapple up to two creatures at one time.

Animated Tendril. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Source: *Creature Codex OGL*

Assassin

Medium humanoid, any non-good alignment

Armor class: 15 (studded leather)

Hit points: 78 (12d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	+1	0	0
(11)	(16)	(14)	(13)	(11)	(10)

Saving throws: Dex +6 Int +4

Senses: passive Perception 13

Languages: Thieves' cant plus any two languages

Challenge rating: 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3)

piercing damage, and the target must make a DC 15 **Constitution** saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 **Constitution** saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Blemmyes

Large monstrosity, chaotic evil

Armor class: 15 (natural armor)

Hit points: 168 (16d10 + 80)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	-2	+1	-3
(20)	(13)	(20)	(7)	(12)	(5)

Senses: darkvision 60 ft., passive Perception 11

Languages: Giant

Challenge rating: 8 (3,900 XP)

Carnivorous Compulsion. If it can see an incapacitated creature, the blemmyes must succeed on a DC 11 **Wisdom** save or be compelled to move toward that creature and attack it.

Actions

Multiattack. The blemmyes makes two slam attacks and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) piercing damage. If the target is a Medium or smaller incapacitated creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects from outside the blemmyes, and it

Blood Giant

takes 14 (4d6) acid damage at the start of each of the blemmyes' turns. If the blemmyes takes 20 damage or more during a single turn from a creature inside it, the blemmyes must succeed on a **DC 16 Constitution** saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the blemmyes. The blemmyes can have only one target swallowed at a time. If the blemmyes dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 16 Wisdom** saving throw or be stunned until the end of its next turn.

Rock. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 27 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 16 Wisdom** saving throw or be frightened until the end of its next turn.

Source: Tome of Beasts OGL

Blood Giant

Huge giant, lawful neutral

Armor class: 15 (natural armor)

Hit points: 126 (12d12+48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	-1	+3	-3
(23)	(12)	(18)	(8)	(16)	(5)

Saving throws: Dex +4 Con +7 Wis +6

Damage immunities: cold, poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive

Perception 16

Languages: Giant

Challenge rating: 8 (3,900 XP)

Blood Sense. A blood giant can pinpoint the location of living creatures within 60 feet of it and can sense the general direction of living creatures within 1 mile of it.

Magic Weapons. The blood giant's weapon attacks are magical.

Actions

Multiattack. The blood giant makes two blood spear attacks.

Blood Spear. Melee Weapon Attack: +9 to hit, range 15 ft., one target. Hit: 19 (3d8 + 6) piercing damage plus 7 (2d6) cold damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Blood Magic (Recharge 5-6). The blood giant uses one of the following: **Impale.** The blood giant causes 10-foot-high blood spikes to burst from the ground within 15 feet of it. Each creature in the area must make a **DC 15 Dexterity** saving throw, taking 26 (4d12) piercing damage plus 7 (2d6) cold damage on a failed save, or half as much damage on a successful one. **Drown.** The blood giant sends blood pouring down the throat of one creature within 30 feet, which must make a **DC 15 Constitution** saving throw. On a failure, the creature is incapacitated until the end of its next turn as it coughs up the blood and is poisoned for 1 minute after that. **Vaporize.** A red mist surrounds the blood giant in a 20-foot-radius sphere. The mist spreads around corners, and its area is heavily obscured. It moves with the blood giant and doesn't impede the giant's vision. The mist dissipates after **1d4** rounds.

Source: Creature Codex OGL

Bone Collective

Small undead, chaotic evil

Armor class: 17 (natural armor)
 Hit points: 120 (16d6 + 64)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+4	+2	0	+3
(10)	(20)	(18)	(14)	(10)	(16)

Saving throws: Dex +8

Damage immunities: necrotic, poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Common, Darakhul

Challenge rating: 8 (3,900 XP)

Hive Mind. All elements of a bone collective within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone collective with at least 30 hit points forms a hive mind, giving it an Intelligence of 14. Below this hp threshold, it becomes mindless (Intelligence 0) and loses its innate spellcasting ability. At 0 hp, a few surviving sets of bones scatter, and must spend months to create a new collective.

Innate Spellcasting. the bone collective's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: chill touch

3/day: animate dead (up to 5 skeletons or zombies)

Swarm. A bone collective can act as a swarm (composed of smaller elements), or it can grant a single member (called an exarch) control, acting as a singular creature. Changing between forms takes one action. In its singular form, the collective can't occupy the same space as another creature, but it can perform sneak attacks and cast spells. In swarm form, the bone collective can occupy another creature's space and vice versa, and it can

move through openings at least 1 foot square. It can't change to singular form while it occupies the same space as another creature. It uses its skills normally in either form.

Actions

Multiattack. The bone collective makes two claw attacks, or one claw and one bite attack, or one swarm attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 31 (4d12 + 5) piercing damage, and the target must make a DC 16 **Constitution** save or suffer the effects of Wyrmblood Venom.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 25 (3d12 + 5) slashing damage.

Swarm. Melee Weapon Attack: +8 to hit, reach 0 ft., one creature in the swarm's space. Hit: 57 (8d12 + 5) piercing damage, or 31 (4d12 + 5) piercing damage if the bone collective has half its hit points or fewer. If the attack hits, the target must make a successful DC 15 **Constitution** save or suffer the effects of Wyrmblood Venom.

Wyrmblood Venom (Injury). Bone collectives create a reddish liquid, which they smear on their fangs. The freakish red mouths on the tiny skeletons are disturbing, and the toxin is deadly. A bitten creature must succeed on a DC 15 **Constitution** saving throw or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a lesser restoration spell or comparable magic.

Source: Tome of Beasts OGL

Chronalmental

Large elemental, unaligned

Armor class: 17 (natural armor)

Hit points: 152 (16d10 + 64)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-5	+5	+4	-1	+1	-2
(1)	(20)	(19)	(9)	(13)	(6)

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 60 ft., passive

Perception 11

Languages: Celestial, Infernal

Challenge rating: 8 (3,900 XP)

Temporal Body. When a chronalmental is subjected to a slow spell, haste spell, or similar effect, it automatically succeeds on the saving throw and regains 13 (3d8) hit points.

Actions

Multiattack. The chronalmental makes 1d4 + 1 slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Steal Time (1/Day). The chronalmental targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the chronalmental draws some of the creature's time into itself and gains +10 to its position in initiative order. In addition, the target's speed is reduced by half, it can't take reactions, and it can take either an action or a bonus action on its turn, but not both. While it is stealing time, the chronalmental's speed increases by 30 feet, and when it takes the multiattack action, it can make an

additional slam attack. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Displace (Recharge 5-6). The chronalmental targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically shunted outside of time. The creature disappears for 1 minute. As an action, the displaced creature can repeat the saving throw. On a success, the target returns to its previously occupied space, or the nearest unoccupied space.

Source: Tome of Beasts OGL

Cloaker

Large aberration, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 78 (12d10 + 12)

Speed: walk: 10 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	+1	+1	+2
(17)	(15)	(12)	(13)	(12)	(14)

Senses: darkvision 60 ft., passive Perception 11

Languages: Deep Speech, Undercommon

Challenge rating: 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a **DC 16 Strength** check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a **DC 13 Wisdom** saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear. Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate

fails a saving throw against an effect that deals damage, the duplicate disappears.

Source: Systems Reference Document

Deep One Archimandrite

Large humanoid, chaotic evil

Armor class: 15 (natural armor)

Hit points: 153 (18d10 + 54)

Speed: walk: 40 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	+1	+3	+4
(20)	(15)	(17)	(12)	(17)	(19)

Saving throws: Dex +5 Wis +6 Cha +7

Senses: darkvision 240 ft., passive Perception 16

Languages: Common, Void Speech

Challenge rating: 8 (3,900 XP)

Amphibious. A deep one can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one archimandrite takes 10 or more damage from a single attack, it has advantage on its attacks, it adds +4 to damage, and it can make one extra unholy trident attack.

Innate Spellcasting. the deep one archimandrite's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: bless, revivify, sacred flame, shocking grasp, suggestion

3/day each: charm person, lightning bolt, sanctuary, shatter

1/day each: chain lightning, cone of cold, ice storm

Legendary Resistance (1/Day). If the deep one archimandrite fails a saving throw, it can count it as a success instead.

Degenerate Titan

Lightless Depths. A deep one hybrid priest is immune to the pressure effects of the deep ocean.

Voice of the Archimandrite. With a ringing shout, the deep one archimandrite summons all deep ones within a mile to come to his aid. This is not a spell but a command that ocean creatures and deep ones heed willingly.

Actions

Multiattack. A deep one archimandrite makes one claw attack and 1 unholy trident attack.

Claw. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Unholy Trident. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 13 (2d12) necrotic damage.

Source: *Tome of Beasts OGL*

Degenerate Titan

Huge giant, chaotic evil

Armor class: 12 (crude armored coat)

Hit points: 161 (14d12 + 70)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	-2	+5	-2	-1	-2
(24)	(6)	(20)	(6)	(9)	(7)

Senses: darkvision 60 ft., passive Perception 12

Languages: Titan

Challenge rating: 8 (3,900 XP)

Magic Resistance. The degenerate titan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The degenerate titan makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Earthstrike (Recharge 4-6). The degenerate titan slams his fists onto the ground, creating a shockwave in a line 60 feet long and 10 feet wide. Each creature in the line takes 35 (10d6) force damage and is flung up 20 feet away from the titan and knocked prone; a successful DC 18 Dexterity saving throw halves the damage and prevents the creature from being flung or knocked prone. A creature that's flung against an unyielding object such as a wall or floor takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If it collides with another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage (1d6 bludgeoning per 10 feet) and be knocked prone.

Shout of the Void (Recharge 4-6). The degenerate titan utters a scream that rends reality in a 30-foot cone. Any ongoing spell or magical effect of 3rd level or lower in the area ends. For every spell or effect of 4th level or higher in the area, the degenerate titan makes a Constitution check against DC (10 + the level of the spell or effect). On a success, the spell or effect ends.

Source: *Tome of Beasts OGL*

Dragonleaf Tree

Large plant, unaligned

Armor class: 16 (natural armor)

Hit points: 152 (16d10 + 64)

Speed: walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+4	-4	+1	+3
(16)	(10)	(19)	(3)	(12)	(17)

Damage immunities: A dragonleaf tree enjoys the same immunities as its progenitor. Black, copper, and green trees are immune to acid damage; blue and bronze trees are immune to lightning damage; brass, gold, and red trees are immune to fire damage; and silver and white trees are immune to cold damage.

Condition immunities: blinded, deafened

Senses: blindsight 120 ft., passive Perception 11

Languages: can understand the language of its creator or designated master

Challenge rating: 8 (3,900 XP)

Loyal to Dragon Master. A dragonleaf tree only follows commands from its designated master (or from any creatures to whom the master grants control). It has advantage on saving throws against any charm or compulsion spell or effect. Additionally, the tree has advantage on any saving throw to resist Bluff, Diplomacy, or Intimidate checks made to influence it to act against its masters.

Weaknesses. Dragonleaf trees with immunity to fire also have vulnerability to cold, and trees with immunity to cold have vulnerability to fire.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 58 (10d10 + 3) bludgeoning damage.

Leaves. Ranged Weapon Attack: +3 to hit, range 30/60 ft., one target. Hit: 45 (10d8) slashing damage.

Breath Weapon (Recharge 6). dragonleaf tree can issue forth a breath weapon from its leaves appropriate to the dragon it honors. The creature's breath weapon deals 49 (14d6) damage, or half damage to targets that make a successful DC 15 Dexterity saving throw. A black, copper, or green

tree breathes a 60-foot line of acid; a blue or bronze tree breathes a 60-foot line of lightning; a brass, gold, or red tree breathes a 30-foot cone of fire; and a silver or white tree breathes a 30-foot cone of cold.

Source: Tome of Beasts OGL

Dune Mimic

Huge monstrosity, neutral

Armor class: 13 (natural armor)

Hit points: 168 (16d12 + 64)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-1	+1	0
(20)	(8)	(18)	(9)	(13)	(10)

Damage immunities: acid

Condition immunities: prone

Senses: darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages: -

Challenge rating: 8 (3,900 XP)

Shapechanger. The dune mimic can use its action to polymorph into a Huge object or terrain feature (maximum area 25 x 25 feet) or back into its true, amorphous form. Since its coating of dust, sand, and gravel can't be hidden, it usually disguises itself as a terrain feature or eroded ruin. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object or Terrain Form Only). The dune mimic adheres to anything that touches it. A creature adhered to the dune mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage. The dune mimic can harden its outer surface, so only the creatures it chooses are affected by this trait.

False Appearance (Object or Terrain Form Only). While the dune mimic remains

Emerald Order Cult Leader

motionless, it is indistinguishable from an ordinary object or terrain feature.

Grappler. The dune mimic has advantage on attack rolls against a creature grappled by it.

Actions

Multiattack. The dune mimic makes four pseudopod attacks.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the dune mimic is in object or terrain form, the target is subjected to the mimic's Adhesive trait.

Engulf. The dune mimic engulfs all creatures it has grappled. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects outside the dune mimic, and takes 18 (4d8) acid damage at the start of each of the dune mimic's turns. When the dune mimic moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a **DC 15 Strength** check. On a success, the creature escapes and enters a space of its choice within 5 feet of the dune mimic.

Source: *Tome of Beasts OGL*

Emerald Order Cult Leader

Medium Humanoid (any race), lawful neutral or evil

Armor class: 14 (breastplate)

Hit points: 117 (18d8+36)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	0	+2	+2	+5	+2
(10)	(10)	(14)	(15)	(20)	(15)

Saving throws: Int +5 Wis +8 Cha +5

Senses: darkvision 60 ft., passive Perception 15

Languages: any three languages

Challenge rating: 8 (3,900 XP)

Key of Prophecy. The Emerald Order cult leader can always act in a surprise round, but if he fails to notice a foe, he is still considered surprised until he takes an action. He receives a +3 bonus on initiative checks.

Innate Spellcasting. the Emerald Order cult leader's innate spellcasting ability is Wisdom (spell save DC 16). He can innately cast the following spells, requiring no material components:

2/day each: detect thoughts, dimension door, haste, slow

1/day each: suggestion, teleport

Spellcasting. the Emerald Order cult leader is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The cult leader has the following cleric spells prepared:

cantrips (at will): guidance, light, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): cure wounds, identify, guiding bolt

2nd level (3 slots): lesser restoration, silence, spiritual weapon

3rd level (3 slots): dispel magic, mass healing word, spirit guardians

4th level (3 slots): banishment, death ward, guardian of faith

5th level (2 slots): flame strike

Actions

Multiattack. The Emerald Order cult leader makes one melee attack and casts a cantrip.

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3 (1d6) bludgeoning damage.

Source: *Tome of Beasts OGL*

Feyward Tree

Huge construct, unaligned

Armor class: 17 (natural armor)

Hit points: 94 (9d12 + 36)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+4	-4	0	-2
(26)	(10)	(18)	(2)	(11)	(6)

Saving throws: Con +7 Wis +3 Cha +1

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 13

Languages: -

Challenge rating: 8 (3,900 XP)

Magic Resistance. A feyward tree has advantage on saving throws against spells and other magical effects.

Contractibility and Conductivity. certain spells and effects function differently against feyward trees:

a magical attack that deals cold damage slows a feyward tree (as the slow spell) for 3 rounds.

a magical attack that deals lightning damage breaks any slow effect on the feyward tree and heals 1 hit point for each 3 damage the attack would otherwise deal. If the amount of healing would cause the tree to exceed its full normal hp, it gains any excess as temporary hp. The tree gets no saving throw against lightning effects.

Immutable Form. The feyward tree is immune to any spell or effect that would alter its form.

Magic Weapons. The feyward tree's weapon attacks are magical.

Warden's Reach. Creatures within 15 feet of a feyward tree provoke opportunity attacks even if they take the Disengage action before leaving its reach.

Actions

Multiattack. The tree makes two razor-leaved branch attacks, and may use a bonus action to make a razor-leaved branch attack against any creature standing next to it.

Razor-Leafed Branch. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 21 (3d8 + 8) slashing damage.

Flaying Leaves (Recharge 5-6). The tree can launch a barrage of razor-sharp cold iron leaves from its branches in a 20-foot-radius burst. All creatures caught within this area must make a successful DC 16 Dexterity saving throw or take 21 (6d6) slashing damage, or half as much damage on a successful one.

Source: *Tome of Beasts OGL*

Fractal Golem

Large construct, unaligned

Armor class: 18 (natural armor)

Hit points: 8 (1d10+3)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-2	-1	-5
(16)	(12)	(16)	(6)	(8)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 12

Frost Giant

Languages: understands the languages of its creator but can't speak
Challenge rating: 8 (3,900 XP)

Fractalize. When the golem is reduced to 0 hp, it explodes. Each creature within 5 feet of it, except for other fractal golems, must succeed on a **DC 14 Dexterity** saving throw or take 4 (**1d8**) force damage and be pushed back 5 feet. Two duplicate fractal golems appear in the golem's space and the nearest unoccupied space, each with the same statistics as the original fractal golem, except one size smaller. When a Tiny duplicate of the golem is reduced to 0 hp, it explodes and doesn't duplicate. All duplicates act on the same initiative.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (**3d6 + 3**) bludgeoning damage.

Source: Creature Codex OGL

Frost Giant

Huge giant, neutral evil

Armor class: 15 (patchwork armor)
Hit points: 138 (**12d12 + 60**)
Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+5	-1	0	+1
(23)	(9)	(21)	(9)	(10)	(12)

Saving throws: Con +8 Wis +3 Cha +4
Damage immunities: cold
Senses: passive Perception 13

Languages: Giant
Challenge rating: 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (**3d12 + 6**) slashing damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (**4d10 + 6**) bludgeoning damage.

Source: Systems Reference Document

Gaki

Medium undead, chaotic evil

Armor class: 14
Hit points: 75 (**10d8+30**)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+4	+3	0	+1	+3
(7)	(18)	(17)	(10)	(12)	(16)

Saving throws: Wis +4 Cha +6

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 14

Languages: any languages it knew in life
Challenge rating: 8 (3,900 XP)

Aura of Famine. If a creature starts its turn within 10 feet of a gaki, it is overwhelmed by a hunger that dissolves fat and atrophies muscle. It must make a **DC 14 Constitution** saving throw, taking 11 (**2d10**) necrotic damage on a failed save, or half as much damage on a successful one.

Gluttonous Attraction. At the start of its turn, if a creature can see the gaki, it must make

a DC 14 **Wisdom** saving throw. On a failure, it is overcome with a desire to kill and eat the ghost, and it must move as close to the gaki as it can.

Hungry Frenzy. The gaki has advantage on melee attack rolls against any creature that doesn't have all its hp.

Incorporeal Movement. The gaki can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The gaki makes two bite attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage.

Spit Acid. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 21 (6d6) acid damage.

Source: *Creature Codex OGL*

Giant Shark Bowl

Huge ooze, unaligned

Armor class: 6

Hit points: 172 (15d12+75)

Speed: swim: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-4	+5	-5	0	-3
(23)	(3)	(20)	(1)	(10)	(5)

Damage immunities: lightning

Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10

Challenge rating: 8 (3,900 XP)

Amphibious. The giant shark bowl can breathe air and water.

Blood Frenzy. The giant shark bowl has advantage on melee attack rolls against any creature that doesn't have all its hp.

Electrical Charge. When the giant shark bowl is subjected to lightning damage, it takes no damage and instead becomes charged for 1 minute. While charged, its attacks deal an extra 2 (1d4) lightning damage.

Ooze Fish Bowl. The shark bowl takes up its entire space. Other creatures can enter the space, but they are subjected to the bowl's Engulf and have disadvantage on the saving throw. Creatures inside the bowl can be seen but have total cover. A creature within 5 feet of the bowl can take an action to pull a creature out. Doing so requires a successful DC 15 **Strength** check, and the creature making the attempt takes 22 (3d10 + 6) piercing damage. The bowl can hold one Large creature or up to six Medium or smaller creatures inside it at a time.

Symbiotically Bound. The ooze and the giant shark's life forces have been entwined by an arcane force. They share statistics as if they were one monster and can't be separated.

Actions

Multiattack. The giant shark bowl makes two attacks: one with its bite and one with its pseudopod.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Pseudopod. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Engulf. The giant shark bowl moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces.

Whenever the bowl enters a creature's space, the creature must make a DC 16 **Dexterity** saving throw.

Hezrou

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the bowl. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the bowl enters the creature's space, and the creature takes 22 (3d10 + 6) piercing damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 22 (3d10 + 6) piercing damage at the start of each of the bowl's turns. When the bowl moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 15 Strength** check. On a success, the creature escapes and enters a space of its choice within 5 feet of the bowl.

Source: Creature Codex OGL

Hezrou

Large fiend, chaotic evil

Armor class: 16 (natural armor)

Hit points: 136 (13d10 + 65)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+5	-3	+1	+1
(19)	(17)	(20)	(5)	(12)	(13)

Saving throws: Str +7 Con +8 Wis +4

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 11

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Magic Resistance. The hezrou has advantage on saving throws against spells and other magical effects.

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a **DC 14 Constitution** saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature

is immune to the hezrou's stench for 24 hours.

Actions

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A hezrou has a 30 percent chance of summoning 2d6 dretches or one hezrou. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Hound of Tindalos

Medium aberration, neutral evil

Armor class: 17 (natural armor)

Hit points: 93 (11d8+44)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+6	+4	+2	+3	+4
(18)	(22)	(18)	(14)	(16)	(18)

Saving throws: Con +7 Wis +6

Damage immunities: cold, psychic, poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 120 ft., passive

Perception 16

Languages: Void Speech

Challenge rating: 8 (3,900 XP)

Entrance by Corners. The hound of Tindalos may only enter the Material Plane at a sharp intersection of surfaces. As a bonus action, the hound can teleport from one location to another within sight of the first, provided it travels from one sharp corner to another.

Keen Smell. The hound of Tindalos has advantage on Wisdom (Perception) checks that rely smell.

Magic Resistance. The hound of Tindalos has advantage on saving throws against spells and other magical effects.

Pounce. If the hound of Tindalos moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 16 Strength** saving throw or be knocked prone. If the target is prone, the hound of Tindalos can make one tongue attack against it as a bonus action.

Slippery. The hound of Tindalos has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The hound of Tindalos makes two claw attacks and one bite attack. It can make one tongue attack in place of its two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (**3d6 + 4**) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (**2d6 + 4**) slashing damage.

Tongue. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (**1d6 + 4**) piercing damage plus 7 (**2d6**) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Hunter of the Lost. The hound can transport itself to a different plane of existence. This works like the plane shift spell, except the hound can only affect itself, not other creatures, and can't use it to banish an unwilling creature to another plane.

Source: *Creature Codex OGL*

Hydra

Huge monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 172 (**15d12 + 75**)

Speed: walk: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	-4	0	-2
(20)	(12)	(20)	(2)	(10)	(7)

Senses: darkvision 60 ft., passive Perception 16

Challenge rating: 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Idolic Deity

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Source: *Systems Reference Document*

Idolic Deity

Small construct, neutral evil

Armor class: 17 (natural armor)

Hit points: 90 (12d6 + 48)

Speed: walk: 0 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+4	0	0	+5
(14)	(20)	(18)	(10)	(11)	(20)

Saving throws: Wis +3

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: telepathy 60 ft.

Challenge rating: 8 (3,900 XP)

Stealth in darkness. The idolic deity gains an additional +3 to Stealth (+11 in total) in dim light or darkness.

Apostasy Aura. The idolic deity's presence causes devout followers to doubt their faith. A cleric or paladin that can see the idolic deity and wishes to cast a spell or use a class feature must make a **DC 16 Wisdom** saving throw. On a failed save, the spell or class feature is spent as if it was used, but it has no effect.

Incorporeal Movement. The idolic deity can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shadow Stealth. While in dim light or darkness, the idolic deity can take the Hide action as a bonus action.

Actions

Multiattack. The idolic deity uses Seduce the Righteous and makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage plus 18 (4d8) psychic damage.

Seduce the Righteous. The idolic deity targets one creature it can see within 30 feet. The target has disadvantage on attack rolls, saving throws, or ability checks (the idolic deity chooses which) until the end of its next turn. A protection from evil and good spell cast on the target prevents this effect, as does a magic circle.

Source: *Tome of Beasts OGL*

Kishi Demon

Medium fiend, chaotic evil

Armor class: 18 (natural armor, shield)

Hit points: 119 (14d8 + 56)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+5	+4	+2	0	+6
(19)	(20)	(19)	(15)	(11)	(22)

Saving throws: Dex +8 Con +7 Wis +3

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Celestial, Common, Draconic, Infernal, telepathy

Challenge rating: 8 (3,900 XP)

Two Heads. The demon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Innate Spellcasting. the demon's spellcasting ability is Charisma (spell save DC 17). The demon can innately cast the following spells, requiring no material components: At will: detect evil and good, detect magic, suggestion

3/day: glibness

1/day: dominate person

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Trophy Shield. If the kishi demon killed an opponent this turn, as a bonus action, it takes part of the slain creature's essence along with a grisly trophy and mounts it upon its shield. For 24 hours, the Armor Class of the kishi demon becomes 20, and creatures of the same race as the slain creature have disadvantage on attack rolls against the kishi demon.

Variant: Demon Summoning. some kishi demons have an action option that allows them to summon other demons.

summon Demon (1/Day): The kishi demon has a 35 percent chance of summoning one kishi demon

Actions

Multiattack. The demon makes one bite attack and three spear attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Source: *Tome of Beasts OGL*

Liosalfar

Large elemental, neutral

Armor class: 17

Hit points: 110 (20d10)

Speed: fly: 60 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
0	+7	0	+4	+4	+1
(10)	(25)	(10)	(18)	(18)	(12)

Saving throws: Dex +10 Con +3 Int +7 Wis +7 Cha +4

Damage immunities: poison, psychic, radiant

Condition immunities: blinded, charmed, exhaustion (see Lightform special ability), grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: blindsight 120 ft., truesight 60 ft., passive Perception 17

Languages: Common, Celestial, Elemental, Elvish, Giant

Challenge rating: 8 (3,900 XP)

Alien Mentality. A liosalfar's exotic consciousness renders it immune to psychic effects, and any attempt to read their thoughts leaves the reader confused for 1 round.

Darkness Vulnerability. Magical darkness is harmful to a liosalfar: They take 2d10 necrotic damage, or half damage with a successful DC 14 Constitution saving throw, each time they start their turn inside magical darkness. Natural darkness is unpleasant to them but not harmful.

Incorporeal Movement. The liosalfar can move through other creatures and objects as difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. the liosalfar's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at Will: augury, color spray, dancing lights, detect magic, flare, light, silent image, spare the dying

Lost Minotaur

2/day each: alter self, blur, divination, hypnotic pattern, prismatic spray, scorching ray

1/day each: hallucinatory terrain, plane shift, sunbeam

Lightform. Liosalfar are composed entirely of light. They are incorporeal and not subject to ability damage, polymorph, petrification, or attacks that alter their form.

Prismatic Glow. Liosalfar shed rainbow illumination equal to a daylight spell. They cannot extinguish this glow without perishing but can reduce it to the level of torchlight at will. Even when using alter self they have a faint, diffused glow that's visible in dim light or darkness.

Actions

Multiattack. The liosalfar makes two Disrupting Touch attacks.

Disrupting Touch. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 26 (4d12) radiant damage, and the target must succeed on a DC 15 Wisdom saving throw or become stunned for 1 round.

Source: *Tome of Beasts OGL*

Lost Minotaur

Large undead, neutral evil

Armor class: 16 (natural armor)

Hit points: 114 (12d10+48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-3	+1	-1
(20)	(10)	(18)	(5)	(12)	(8)

Saving throws: Dex +3 Wis +4

Damage immunities: cold, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses: darkvision 60 ft., passive

Perception 14

Languages: understands the languages it knew in life but can't speak

Challenge rating: 8 (3,900 XP)

Charge. If the lost minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Keen Smell. The lost minotaur has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The lost minotaur has advantage on saving throws against spells and other magical effects.

Sense Life. The lost minotaur can magically sense the presence of living creatures within 1 mile away. It knows each creature's general direction but not exact location.

Actions

Multiattack. The minotaur makes two twilight greataxe attacks.

Twilight Greataxe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage and 9 (2d8) necrotic damage.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Source: *Creature Codex OGL*

Lunar Devil

Large fiend, lawful evil

Armor class: 16 (natural armor)

Hit points: 94 (9d10 + 45)

Speed: walk: 40 ft., fly: 60 ft., hover: True ft., lightwalking: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+5	+5	+3	+2	+4
(21)	(21)	(20)	(16)	(15)	(18)

Saving throws: Str +8 Dex +8 Con +8 Wis +5

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 15

Languages: Celestial, Draconic, Elvish, Infernal, Sylvan, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. the devil's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

at will: fly, major image, planar binding

3/day: greater invisibility

1/day: wall of ice

Light Incorporeality. The devil is semi-incorporeal when standing in moonlight, and is immune to all nonmagical attacks in such conditions. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source, with the exception of force damage. Holy water can affect the devil as it does incorporeal undead.

Lightwalking. Once per round, the lunar devil magically teleports, along with any equipment it is wearing or carrying, from one beam of moonlight to another within 80 feet. This relocation uses half of its speed.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Variant: Devil Summoning. Summon Devil (1/Day): The devil can attempt a magical summoning. The devil has a 40 percent

chance of summoning either 2 chain devils or 1 lunar devil.

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail. Alternatively, it can use Hurl Moonlight twice.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Hurl Moonlight. Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 19 (3d12) cold damage and the target must succeed on a DC 15 Constitution saving throw or become blinded for 4 rounds.

Source: Tome of Beasts OGL

Mallqui

Medium undead, lawful neutral

Armor class: 14 (natural armor)

Hit points: 120 (16d8 + 48)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+3	0	+3	+2
(16)	(9)	(16)	(11)	(16)	(14)

Saving throws: Int +3 Cha +5

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge rating: 8 (3,900 XP)

Manastorm Golem

Regeneration. The mallqui regains 10 hit points at the start of its turn. If the mallqui takes damage from its Water Sensitivity trait, its regeneration doesn't function at the start of the mallqui's next turn. The mallqui dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. the mallqui's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

at will: druidcraft, produce flame

4/day each: create or destroy water, entangle

2/day: locate animals or plants

1/day each: dispel magic, plant growth, wind wall

Water Sensitivity. the flesh of a mallqui putrefies and dissolves rapidly when soaked with water in the following ways:

- Splashed with a waterskin or equivalent: **1d10** damage
- Attacked by creature made of water: Normal damage plus an extra **1d10** damage
- Caught in rain: **2d10** damage per round (DC **11 Dexterity** saving throw for half)
- Immersed in water: **4d10** damage per round (DC **13 Dexterity** saving throw for half)

alternatively, the saving throw and DC of the spell used to conjure or control the water damaging the mallqui can be used in place of the saving throws above

Actions

Multiattack. The mallqui can use its xeric aura and makes two attacks with its desiccating touch.

Desiccating Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (**5d6 + 3**) necrotic damage.

Xeric Aura. All creatures within 20 feet of the mallqui must succeed on a DC **15 Constitution** saving throw or take **11 (2d10)** necrotic damage and gain a level of exhaustion. A creature becomes immune to the mallqui's xeric aura for the next 24 hours after making a successful save against it.

Xeric Blast. Ranged Spell Attack: +7 to hit, range 30/90 ft., one target. Hit: 13 (**3d6 + 3**) necrotic damage.

Source: *Tome of Beasts OGL*

Manastorm Golem

Medium construct, unaligned

Armor class: 14 (natural armor)

Hit points: 90 (**12d10+24**)

Speed: fly: 60 ft., walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+2	+2	+3	-1	-5
(6)	(14)	(14)	(16)	(8)	(1)

Damage immunities: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, thunder

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: truesight 120 ft., passive Perception 9

Languages: understands the languages of its creator but can't speak

Challenge rating: 8 (3,900 XP)

Amorphous. The manastorm golem can move through a space as narrow as 1 inch wide without squeezing.

Limited Mutability. Any spell or effect that would alter the golem's form only alters it for 1 round. Afterwards, the manastorm golem returns to its humanoid-shaped cloud form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Mystic Messages. The manastorm golem can communicate with its maker via magical whispers at a distance up to 120 feet. Only its master hears these messages and can reply. Its messages go through solid objects but are halted by stone, magical silence, a sheet of lead, and similar obstacles. Its voice can travel through keyholes and around corners.

Actions

Multiattack. The golem makes two slam attacks. If both attacks hit a single living creature, the creature is stunned until the end of its next turn.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) force damage.

Force Bolt. Ranged Spell Attack: +6 to hit, range 120/480 ft., one target. Hit: 25 (4d10 + 3) force damage.

Source: *Creature Codex OGL*

Monolith Champion

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 102 (12d10 + 36)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	0	0	0
(19)	(12)	(16)	(10)	(10)	(10)

Damage immunities: poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed,

poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Elvish, Umbral

Challenge rating: 8 (3,900 XP)

Blatant Dismissal. While in a fey court or castle, a monolith champion that scores a successful hit with its greatsword can try to force the substitution of the target with a shadow double. The target must succeed at a **DC 14 Charisma** saving throw or become invisible, silent, and paralyzed, while an illusory version of itself remains visible and audible and under the monolith champion's control, shouting for a retreat or the like. Outside fey locales, this ability does not function.

Fey Flame. The ritual powering a monolith champion grants it an inner flame that it can use to enhance its weapon or its fists with additional fire or cold damage, depending on the construct's needs.

Actions

Multiattack. The champion makes two greatsword attacks or two slam attacks.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage plus 11 (2d10) cold or fire damage.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 11 (2d10) cold or fire damage.

Source: *Tome of Beasts OGL*

Moon Nymph

Medium aberration, chaotic neutral

Armor class: 13

Hit points: 110 (20d8+20)

Speed: fly: 40 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+3	+1	+1	+2	+3
(5)	(17)	(12)	(13)	(15)	(17)

Damage immunities: psychic
Senses: darkvision 60 ft., passive Perception 15
Challenge rating: 8 (3,900 XP)

Invisibility. The moon nymph is invisible in darkness or in bright light. It can only be seen via normal means when in dim light.

Magic Resistance. The moon nymph has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The moon nymph makes two beguiling touch attacks or two moonbeam attacks.

Beguiling Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) psychic damage, and the target must succeed on a **DC 14 Charisma** saving throw or be stunned until the end of its next turn.

Moonbeam. Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 21 (4d8 + 3) radiant damage, and the target is blinded until the end of its next turn.

Veil of Nightmares (1/Day). The moon nymph emits a wave of hallucinatory nightmare visions. Each creature within 5 feet of the moon nymph must make a **DC 14 Wisdom** saving throw. On a failure, the creature takes 36 (8d8) psychic damage and is frightened. On a success, the creature takes half of the damage and isn't frightened. A frightened creature must succeed on a **DC 10 Wisdom** saving throw at the end of its turn to end the effect on itself. On a second failed save, the creature is incapacitated by fright for 1 round. On the start of its next turn, the creature must succeed on a **DC 12 Wisdom** saving throw or be reduced to 0 hp.

Source: *Creature Codex OGL*

Nachzehirer

Medium undead, chaotic evil

Armor class: 15 (natural armor)
Hit points: 136 (16d8+64)
Speed: burrow: 15 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	0	+2	-1
(20)	(12)	(18)	(10)	(15)	(9)

Damage immunities: necrotic, poison
Condition immunities: charmed, exhaustion, frightened, poisoned
Senses: darkvision 60 ft., passive Perception 12
Languages: the languages it knew in life
Challenge rating: 8 (3,900 XP)

Grave Pox. A creature infected with grave pox becomes vulnerable to necrotic damage and gains one level of exhaustion that can't be removed until the disease is cured. Additionally, the creature cannot reduce its exhaustion by finishing a long rest. The infected creature is highly contagious. Each creature that touches it, or that is within 10 feet of it when it finishes a long rest, must succeed on a **DC 12 Constitution** saving throw or also contract grave pox.

When an infected creature finishes a long rest, it must succeed on a **DC 16 Constitution** saving throw or gain one level of exhaustion. As the disease progresses, the infected creature becomes weaker and develops painful green pustules all over its skin. A creature that succeeds on two saving throws against the disease recovers from it. The cured creature is no longer vulnerable to necrotic damage and can remove exhaustion levels as normal.

Weakening Shadow. A creature other than a construct or undead has disadvantage on attack rolls, saving throws, and ability

checks based on Strength while within 5 feet of the nachzehrer.

Actions

Multiattack. The nachzehrer makes three attacks: two with its fists and one with its bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 5) piercing damage plus 13 (3d8) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the nachzehrer regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. The target must succeed on a **DC 16 Constitution** saving throw or become infected with the grave pox disease (see the Grave Pox trait).

Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Source: *Creature Codex OGL*

Neophron

Medium fiend, chaotic evil

Armor class: 16 (natural armor)

Hit points: 114 (12d8+60)

Speed: fly: 90 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+5	-1	+3	+2
(19)	(16)	(20)	(8)	(16)	(14)

Saving throws: Dex +6 Con +8 Wis +6

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 13

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Shapechanger. The neophron can use its action to polymorph into a Large giant vulture, or back into its true form. Its

statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Sight and Smell. The neophron has advantage on Wisdom (Perception) checks that rely on sight or smell.

Magic Resistance. The neophron has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The neophron makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a **DC 16 Dexterity** saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neophron, and it takes 14 (4d6) acid damage at the start of each of the neophron's turns.

The neophron can only swallow one creature at a time. If a humanoid dies while swallowed, it transforms into a ghost. At the start of its next turn, the neophron regurgitates the ghost into an unoccupied space within 10 feet. The ghost is under the neophron's control and acts immediately after the neophron in the initiative count.

If the neophron takes 20 or more damage in a single turn from a creature inside it, the neophron must succeed on a **DC 20 Constitution** saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the neophron. If the neophron dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 5 feet of movement, exiting prone.

Oliphaunt

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Source: *Creature Codex OGL*

Oliphaunt

Gargantuan beast, unaligned

Armor class: 14 (natural armor)

Hit points: 148 (9d20+54)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+8	-1	+6	-4	0	-2
(27)	(9)	(23)	(3)	(11)	(6)

Saving throws: Dex +2

Senses: passive Perception 10

Challenge rating: 8 (3,900 XP)

Trampling Charge. If the oliphaunt moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the oliphaunt can make one stomp attack against it as a bonus action.

Trunk Slam. If the oliphaunt starts its turn with a target grappled, it can slam the target into the ground as a bonus action. The creature must make a DC 17 Constitution saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. This doesn't end the grappled condition on the target.

Actions

Multiattack. The oliphaunt uses its trunk, then it makes one gore or stomp attack.

Gore. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 30 (5d8 + 8) piercing damage.

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 35 (5d10 + 8) bludgeoning damage.

Trunk. Melee Weapon Attack: +11 to hit, reach 15 ft., one creature. Hit: The target is grappled (escape DC 17) if it is a Large or smaller creature. Until the grapple ends, the target is restrained and the oliphaunt can't use its trunk on another target.

Tusk Sweep (Recharge 5-6). The oliphaunt sweeps its tusks in a wide arc. Each creature in a 20-foot cube must make a DC 17 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

One-Headed Clockwork Dragon

Large construct, unaligned

Armor class: 16 (natural armor)

Hit points: 178 (17d10+85)

Speed: fly: 50 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	0	0	-5
(22)	(10)	(20)	(10)	(10)	(1)

Saving throws: Str +9 Con +8

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 16

Languages: understands Common but can't speak

Challenge rating: 8 (3,900 XP)

Bound. The dragon is magically bound to three circlets. As long as the dragon is within 1 mile of a circlet wearer on the same plane of existence, the wearer can communicate telepathically with the dragon. While the dragon is active, the wearers see through its eyes and hear what it hears. During this time, the wearers are

deaf and blind with regard to their own senses.

If only two circlet wearers are within 1 mile of the active dragon, each hour spent wearing the circlets imposes one level of exhaustion on those wearers. If only a single wearer is within 1 mile of the active dragon, each minute spent wearing the circlet gives that wearer one level of exhaustion. If no circlet wearers are within 1 mile of the dragon, it views all creatures it can see as enemies and tries to destroy them until a circlet wearer communicates with the dragon or the dragon is destroyed. A circlet wearer can use its action to put the dragon in an inactive state where it becomes incapacitated until a wearer uses an action to switch the dragon to active.

Each circlet is a magic item that must be attuned.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Siege Monster. The dragon deals double damage to objects and structures.

Actions

Multiattack. The dragon can use its Oil Spray. It then makes three attacks: one with its bite and two with its fists.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage.

Fire Breath (Recharge 6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw, taking 35 (10d6)

fire damage on a failed save, or half as much damage on a successful one.

Oil Spray. The dragon sprays oil in a 30-foot-cone. Each creature in the area must succeed on a **DC 16 Dexterity** saving throw or become vulnerable to fire damage until the end of the dragon's next turn.

Tail Sweep. The dragon swings its bladed tail. Each creature within 10 feet of the dragon must make a **DC 17 Dexterity** saving throw, taking 15 (2d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Qwyllion

Medium aberration, neutral evil

Armor class: 16 (natural armor)

Hit points: 110 (13d8 + 52)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+4	+1	+1	+3
(12)	(20)	(19)	(12)	(13)	(16)

Saving throws: Con +8 Cha +6

Senses: darkvision 60 ft., passive

Perception 14

Languages: Common, Goblin, Infernal, Sylvan, Void Speech

Challenge rating: 8 (3,900 XP)

Disruptive. Because of the qwyllion's nauseating nature, spellcasters have disadvantage on concentration checks while within 40 feet of the qwyllion.

Nauseating Aura. The qwyllion is nauseatingly corrupt. Any creature that starts its turn within 20 feet of the qwyllion must succeed on a **DC 14 Constitution** saving throw or be poisoned for 1d8 rounds. If a creature that's already poisoned by this effect fails the saving throw again, it becomes incapacitated instead, and a creature already

Ring Servant

incapacitated by the qwyllion drops to 0 hit points if it fails the saving throw. A successful saving throw renders a creature immune to the effect for 24 hours. Creatures dominated by the qwyllion are immune to this effect.

Actions

Multiattack. The qwyllion uses its deadly gaze if it can, and makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 24 (3d12 + 5) slashing damage.

Deadly Gaze (recharge 5-6). The qwyllion turns its gaze against a single creature within 20 feet of the qwyllion. The target must succeed on a **DC 14 Constitution** saving throw or take 16 (3d8 + 3) necrotic damage and be incapacitated until the start of the qwyllion's next turn. A humanoid slain by a qwyllion's death gaze rises 2d4 hours later as a specter under the qwyllion's control.

Innate Spellcasting. the qwyllion's innate casting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

3/day each: dominate person (range 20 feet), shatter

Source: *Tome of Beasts OGL*

Ring Servant

Large construct, neutral

Armor class: 15 (natural armor)

Hit points: 114 (12d10+48)

Speed: fly: 60 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-1	+1	0
(20)	(10)	(18)	(8)	(13)	(10)

Saving throws: Str +8 Wis +4

Damage immunities: poison

Condition immunities: charmed,

exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses: darkvision 60 ft., passive Perception 14

Languages: understands the language of its creator but can't speak

Challenge rating: 8 (3,900 XP)

Immutable Form. The ring servant is immune to any spell or effect that would alter its form.

Magic Weapons. The ring servant's slam attacks are magical.

Actions

Multiattack. The ring servant makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage. The target must succeed on a **DC 16 Strength** saving throw or be knocked prone.

Ring of Destruction (Recharge 5-6). The ring servant discharges a spinning ring of magical energy. Each creature within 20 feet of the servant must make a **DC 16 Dexterity** saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Rust Drake

Medium dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 161 (19d8 + 76)

Speed: walk: 30 ft., burrow: 5 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+1	-1	-1
(20)	(15)	(19)	(12)	(8)	(8)

Damage immunities: poison

Condition immunities: paralyzed, poisoned

Senses: darkvision 60 ft., passive

Perception 13

Languages: Common, Draconic

Challenge rating: 8 (3,900 XP)

Actions

Multiattack. The drake makes one bite attack and one tail swipe attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 16 Constitution save or contract Rust Drake Lockjaw.

Tail Swipe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Vomits Scrap (Recharge 5-6). A rust drake can vomit forth a 15-foot cone of rusted metal. Targets in the affected area take 55 (10d10) slashing damage, or half damage with a successful DC 15 Dexterity saving throw. In addition, affected creatures must also make a successful DC 15 Constitution saving throw or contract Rust Drake Tetanus.

Rust Drake Lockjaw. This disease manifests symptoms in 1d4 days, when the affected creature experiences painful muscle spasms, particularly in the jaw. After each long rest, the creature must repeat the saving throw. If it fails, the victim takes 1d3 Dexterity damage and is paralyzed for 24 hours; if the saving throw succeeds, the creature takes no damage and feels well enough to act normally for the day. This continues until the creature dies from Dexterity loss, recovers naturally by making successful saving throws after two consecutive long rests, or is cured with lesser restoration or comparable magic. After the disease ends, the victim recovers 1d3 lost Dexterity with each long rest; greater restoration or comparable magic can restore it all at once.

Source: *Tome of Beasts OGL*

Savager

Large beast, neutral evil

Armor class: 17 (natural armor)

Hit points: 115 (1d10 + 60)

Speed: walk: 40 ft., climb: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+6	-4	0	+1
(22)	(14)	(22)	(2)	(10)	(13)

Saving throws: Dex +5 Con +9

Condition immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 13

Challenge rating: 8 (3,900 XP)

Mighty Swing. When a savager attacks without moving during its turn, it makes its claw attack with advantage.

Quills. A creature takes 4 (1d8) piercing damage at the start of its turn while it is grappling a savager.

Actions

Multiattack. The savager makes one bite attack and one claw attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 38 (5d12 + 6) slashing damage.

Source: *Tome of Beasts OGL*

Shabti

Medium construct, unaligned

Armor class: 17 (natural armor)

Hit points: 102 (12d8 + 48)

Speed: walk: 40 ft.

Simhamukha

STR	DEX	CON	INT	WIS	CHA
+2	+5	+4	-2	0	-2
(14)	(20)	(18)	(6)	(11)	(6)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 8 (3,900 XP)

Immutable Form. The shabti is immune to spells and effects that would alter its form.

Magic Resistance. The shabti has advantage on saving throws against spells and other magical effects.

Magic Weapons. The shabti's weapon attacks are magical.

Serpentine Armlets. As a bonus action, the shabti commands its armlets to drop to the floor, whereupon they become two giant poisonous snakes. The shabti can mentally direct the serpents (this does not require an action). If the snakes are killed, they dissolve into wisps of smoke which reform around the shabti's forearms, and they can't be turned into snakes for 1 week. These armlets are linked to the shabti at the time of its creation and do not function for other creatures.

Actions

Multiattack. The shabti uses Telekinesis and makes two attacks with its nabboot.

Nabboot. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a **DC 15 Constitution** saving throw or be cursed with tomb taint. The cursed target's speed is reduced to half,

and its hit point maximum decreases by 3 (1d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the remove curse spell or comparable magic.

Telekinesis. The shabti targets a creature within 60 feet. The target must succeed on a **DC 15 Strength** check or the shabti moves it up to 30 feet in any direction (including upward), and it is restrained until the end of the shabti's next turn.

Source: Tome of Beasts OGL

Simhamukha

Huge celestial, chaotic good

Armor class: 16 (natural armor)

Hit points: 115 (11d12+44)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+1	+3	+4
(21)	(15)	(19)	(12)	(17)	(19)

Saving throws: Str +8 Cha +7

Damage immunities: necrotic, poison, radiant

Condition immunities: poisoned

Senses: truesight 120 ft., passive Perception 16

Languages: all, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Magic Weapons. The simhamukha's weapon attacks are magical.

Magic Resistance. The simhamukha has advantage on saving throws against spells and other magical effects.

Smite (3/Day). When the simhamukha hits a creature with a melee attack, it can choose to deal an additional 9 (2d8) radiant damage.

Innate Spellcasting. The simhamukha's innate spellcasting ability is Charisma

(spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: aid, guidance, spiritual weapon 2/day each: confusion, searing smite, thunderous smite

Actions

Multiattack. The simhamukha makes two attacks with its kartika, or one with its kartika and one with its bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage. If this damage reduces the target to 0 hit points, the simhamukha kills the target by decapitating it.

Kartika. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Staff Sweep (Recharge 5-6). Each creature within 15 feet of the simhamukha must succeed on a DC 16 Strength saving throw. On a failure, a creature takes 13 (3d8) bludgeoning damage and is knocked prone. On a success, it takes half the damage and isn't knocked prone.

Weird (Recharge 6). The simhamukha draws upon the deepest fears and regrets of the creatures around it, creating illusions visible only to them. Each creature within 40 feet of the simhamukha, must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, taking 11 (2d10) psychic damage on a failure or ending the effect on itself on a success.

Source: *Creature Codex OGL*

Spirit Naga

Large monstrosity, chaotic evil

Armor class: 15 (natural armor)

Hit points: 75 (10d10 + 20)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+3 (17)	+2 (14)	+3 (16)	+2 (15)	+3 (16)

Saving throws: Dex +6 Con +5 Wis +5 Cha +6

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Abyssal, Common

Challenge rating: 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

- Cantrips (at will): mage hand, minor illusion, ray of frost
- 1st level (4 slots): charm person, detect magic, sleep
- 2nd level (3 slots): detect thoughts, hold person
- 3rd level (3 slots): lightning bolt, water breathing
- 4th level (3 slots): blight, dimension door
- 5th level (2 slots): dominate person

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Tophet

Huge construct, neutral evil

Armor class: 16 (natural armor)

Hit points: 184 (16d12 + 80)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+5	-2	0	0
(24)	(10)	(20)	(6)	(10)	(10)

Saving throws: Str +10 Dex +3 Con +8

Damage immunities: fire, cold, poison

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 200 ft., passive Perception 13

Languages: Common

Challenge rating: 8 (3,900 XP)

Fiery Heart. A tophet's inner fire can be ignited or doused at will. Its heat is such that all creatures have resistance to cold damage while within 30 feet of the tophet.

Burning Belly. Creatures inside a tophet's burning core take 21 (6d6) fire damage at the start of each of the tophet's turns. Escaping from a tophet's belly takes 10 feet of movement and a successful DC 16 **Dexterity** (Acrobatics) check.

Actions

Multiattack. A tophet makes two attacks, no more than one of which can be a gout of flame.

Slam. Melee Weapon Attack. +10 to hit, reach 5 ft., one target.

Hit: 12 (*1d10 + 7) bludgeoning damage*. The target is also knocked inside the tophet's burning belly if the attack scores a critical hit.

Gout of Flame. The tophet targets a point within 100 feet of itself that it can see. All targets within 10 feet of that point take 22 (4d10) fire damage, or half damage with a successful DC 16 **Dexterity** saving throw.

Source: *Tome of Beasts OGL*

Tyrannosaurus Rex

Huge beast, unaligned

Armor class: 13 (natural armor)

Hit points: 136 (13d12 + 52)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+4	-4	+1	-1
(25)	(10)	(19)	(2)	(12)	(9)

Senses: passive Perception 14

Challenge rating: 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Source: *Systems Reference Document*

Vampire Priestess

Medium undead, lawful evil

Armor class: 16 (chain mail)

Hit points: 105 (14d8+42)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	+1	+5	+2
(16)	(12)	(16)	(13)	(20)	(15)

Saving throws: Dex +4 Wis +8 Cha +5

Condition immunities: charmed

Senses: darkvision 60 ft., passive

Perception 18

Languages: the languages it knew in life

Challenge rating: 8 (3,900 XP)

Misty Escape. When she drops to 0 hp outside her resting place, the vampire priestess transforms into a cloud of mist instead of falling unconscious, provided that she isn't in running water. If she can't transform, she is destroyed. While she has 0 hp in mist form, she can't revert to her priestess form, and she must reach her resting place within 2 hours or be destroyed.

While in mist form she can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, she can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

Once in her resting place, she reverts to her priestess form. She is then paralyzed until she regains at least 1 hp. After spending 1 hour in her resting place with 0 hp, she regains 1 hp.

Regeneration. The vampire priestess regains 15 hp at the start of her turn if she has at least 1 hp and isn't in sunlight or running water. If the priestess takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spellcasting. The vampire priestess is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared: Cantrips (at will): light, guidance, poison spray, thaumaturgy 1st level (4 slots): bane, command, inflict wounds, ray of sickness 2nd level (3 slots): blindness/deafness, silence, spiritual

weapon 3rd level (3 slots): bestow curse, dispel magic, spirit guardians 4th level (3 slots): banishment, freedom of movement 5th level (1 slot): contagion, flame strike

Vampire Weaknesses. The priestess has the following flaws: Forbiddance. The priestess can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The priestess takes 20 acid damage if she ends her turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the priestess' heart while she is incapacitated in her resting place, she is paralyzed until the stake is removed. Sunlight Hypersensitivity. The priestess takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire priestess can use her Bewitching Gaze. She then makes two attacks, only one of which can be a bite attack.

Scourge. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, and the creature must succeed on a **DC 16 Constitution** saving throw or bleed profusely from the wound. A bleeding creature takes 7 (2d6) slashing damage at the start of each of its turns. A creature can take an action to stanch the wound with a successful **DC 12 Wisdom** (Medicine) check. The wound also closes if the target receives magical healing.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire priestess, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the priestess regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect

Vines of Nemthyr

reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the priestess' control.

Bewitching Gaze. The vampire priestess targets one humanoid she can see within 30 feet. If the target can see her, the target must succeed on a **DC 16 Wisdom** saving throw or be charmed by the priestess for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. Each time the vampire priestess or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The target can also repeat the saving throw if another creature uses an action to shake the target out of its stupor.

Source: *Creature Codex OGL*

Vines of Nemthyr

Large plant, neutral evil

Armor class: 15 (natural armor)
Hit points: 133 (14d10+56)
Speed: burrow: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	-3	+1	-3
(19)	(12)	(19)	(5)	(13)	(5)

Saving throws: Str +7 Con +7
Condition immunities: blinded, deafened, frightened, poisoned
Senses: blindsight 60 ft., passive Perception 14
Challenge rating: 8 (3,900 XP)

Dispersal. As a bonus action, the vines of Nemthyr can separate itself into a group of distinct vines. While separated in this way, the vines can move through spaces as narrow as 3 inches wide. The separated vines can't attack while in this state, but they can reform into the vines of Nemthyr as a bonus action.

False Appearance. While the vines of Nemthyr remains motionless, it is indistinguishable from a normal plant.

Magic Resistance. The vines of Nemthyr has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vines of Nemthyr makes three attacks: two with its slam and one with its thorny lash.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Thorny Lash. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 15 (2d10 + 4) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The vines of Nemthyr has two thorny lashes, each of which can grapple only one target.

Thorn Spray (Recharge 6). The vines of Nemthyr shoots poisonous thorns in a 30-foot cone. Each creature in that area must make a **DC 15 Constitution** saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Xhkarsh

Large aberration, neutral evil

Armor class: 19 (natural and mystic armor)
Hit points: 133 (14d10 + 56)
Speed: walk: 50 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+4	+2	+3	+2
(17)	(21)	(18)	(15)	(16)	(15)

Saving throws: Cha +5
Senses: darkvision 60 ft., tremorsense 120 ft., passive Perception 16
Languages: Common, Deep Speech,

Undercommon

Challenge rating: 8 (3,900 XP)

Actions

Multiattack. The xhkarsh makes two claw attacks and two stinger attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Stinger. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage, and the target must succeed on a **DC 15 Charisma** saving throw or have its fate corrupted. A creature with corrupted fate has disadvantage on Charisma checks and Charisma saving throws, and it is immune to divination spells and to effects that sense emotions or read thoughts. The target's fate can be restored by a dispel evil and good spell or comparable magic.

Seize Strand. The xhkarsh targets one creature within 5 feet of it whose fate has been corrupted. The target creature must succeed on a **DC 15 Charisma** saving throw or a portion of the xhkarsh's consciousness inhabits its body. The target retains control of its body, but the xhkarsh can control its actions for 1 minute each day and can modify its memories as a bonus action (as if using the modify memory spell, DC 15). The target is unaware of the xhkarsh's presence, but can make a **DC 18 Wisdom** (Insight) check once every 24 hours to notice the presence of the xhkarsh. This effect lasts until the xhkarsh ends it or the target's fate is restored by a dispel evil and good spell or comparable magic. A creature becomes immune to this effect for 24 hours when it succeeds on the saving throw to resist the effect or after the effect ends on it for any reason. A single xhkarsh can seize up to four strands at the same time.

Invisibility. The xhkarsh turns invisible until it attacks or casts a spell, or until its concentration ends. Equipment the

xhkarsh wears or carries becomes invisible with it.

Source: Tome of Beasts OGL

Young Bronze Dragon

Large dragon, lawful good

Armor class: 18 (natural armor)

Hit points: 142 (15d10 + 60)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	+2	+1	+3
(21)	(10)	(19)	(14)	(13)	(17)

Saving throws: Dex +3 Con +7 Wis +4 Cha +6

Damage immunities: lightning

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages: Common, Draconic

Challenge rating: 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Lightning Breath.** The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 15 Dexterity** saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one. **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot

Young Cave Dragon

cone. Each creature in that area must succeed on a **DC 15 Strength** saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Source: *Systems Reference Document*

Young Cave Dragon

Large dragon, neutral evil

Armor class: 17 (natural armor)

Hit points: 157 (**15d10 + 75**)

Speed: walk: 40 ft., climb: 20 ft., fly: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	0	+1	+4
(22)	(12)	(20)	(10)	(12)	(18)

Saving throws: Con +4 Int +8 Wis +4 Cha +7

Damage immunities: acid, poison, thunder

Condition immunities: poisoned

Senses: blindsight 120 ft., passive Perception 14

Languages: Common, Darakhul, Draconic
Challenge rating: 8 (3,900 XP)

Tunneler. The cave dragon can burrow through solid rock at half its burrowing speed and leaves a 10-foot wide, 5-foot high tunnel in its wake.

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: blur, counterspell, web

3/day: darkness

Actions

Multiattack. The dragon makes three attacks; one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (**2d6 + 6**) piercing damage plus 3 (**1d6**) poison damage.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (**2d6 + 6**) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales a cone of black poison gas in a 30-foot cone. Each creature in that area must make a **DC 16 Constitution** saving throw, taking 45 (**13d6**) poison damage on a failed save and becoming poisoned if it is a creature. The poisoned condition lasts until the target takes a long or short rest or removes the condition with lesser restoration or comparable magic. If the save is successful, the target takes half damage and is not poisoned.

Source: *Tome of Beasts OGL*

Young Green Dragon

Large dragon, lawful evil

Armor class: 18 (natural armor)

Hit points: 136 (**16d10 + 48**)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+3	+1	+2
(19)	(12)	(17)	(16)	(13)	(15)

Saving throws: Dex +4 Con +6 Wis +4 Cha +5

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages: Common, Draconic
Challenge rating: 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (**2d10 + 4**) piercing damage plus 7 (**2d6**) poison damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Ziphius

Gargantuan aberration, neutral

Armor class: 16 (natural armor)

Hit points: 135 (10d20+30)

Speed: swim: 60 ft., walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-1	+1	-3
(19)	(13)	(16)	(9)	(13)	(4)

Saving throws: Str +7

Condition immunities: prone

Senses: blindsight 120 ft., passive Perception 14

Languages: Aquan, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Charge. If the ziphius moves at least 20 feet straight toward a target and then hits it with a dorsal fin attack on the same turn, the target takes an extra 27 (5d10) slashing damage.

Siege Monster. The ziphius deals double damage to objects and structures.

Telepathic Foresight. As a bonus action at the start of its turn, the ziphius can choose one creature within 120 feet that it can see. The ziphius' eyes glow, and the target must succeed on a DC 15 Wisdom saving throw or the ziphius creates a temporary mental bond with the target until the start of the ziphius' next turn. While bonded, the ziphius reads the creature's surface thoughts, choosing to either gain advantage on attacks against that target or

cause the target to have disadvantage on attacks against the ziphius.

Water Breathing. The ziphius can breathe only underwater.

Actions

Multiattack. The ziphius makes one beak attack and one claw attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be swallowed by the ziphius. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ziphius, and it takes 14 (4d6) acid damage at the start of each of the ziphius' turns. The ziphius can have only one target swallowed at a time.

If the ziphius takes 20 damage or more on a single turn from a creature inside it, the ziphius must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the ziphius. If the ziphius dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Dorsal Fin. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) slashing damage.

Source: Creature Codex OGL

Zoryas

Medium celestial, lawful good

Armor class: 14 (natural armor)

Hit points: 104 (16d8+32)

Speed: fly: 40 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	0	+4	+4
(16)	(10)	(14)	(10)	(18)	(18)

Saving throws: Cha +7

Condition immunities: blinded, charmed, deafened, exhaustion, frightened

Senses: truesight 60 ft., passive Perception 17

Languages: all, telepathy 120 ft.

Challenge rating: 8 (3,900 XP)

Fire and Light. The zoryas' weapon attacks are magical. When the zoryas hits with any weapon, the weapon deals an extra **3d8** radiant or fire damage (included in the attack). The zoryas chooses whether its attack does radiant or fire damage before making the attack roll.

Open Celestial Gate. As an action, the zoryas opens a gateway to the celestial plane. The gate appears as a shimmering circle that sheds bright light in a 15-foot radius and dim light for an additional 15 feet and is framed by twisting, golden strands. The gate lasts 1 hour; though, the zoryas can choose to close it at any time as a bonus action. Once the gate closes, the zoryas is reduced to 0 hp and remains unconscious for six days, awakening, fully restored, at sunrise on the seventh day. The zoryas can't pass through its own gate.

Regeneration. The zoryas regains 10 hp at the start of its turn. If the zoryas takes necrotic damage, this trait doesn't function at the start of the zoryas' next turn. The zoryas' body is destroyed only if it starts its turn with 0 hp and doesn't regenerate.

Sun's Guidance (3/Day). The zoryas has advantage on melee attack rolls until the end of its next turn.

Actions

Multiattack. The angel makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (**1d8 + 3**)

piercing damage plus 13 (**3d8**) radiant or fire damage.

Light of Dawn (Recharges after a Long Rest). The zoryas' lantern brightens, bathing its environs in brilliant light. Each creature within 30 feet of the zoryas must succeed on a **DC 16 Wisdom** saving throw or be blinded for **1d4** rounds. An undead creature who fails this save also takes 13 (**3d8**) fire damage. The light dispels up to three spells or other magical effects of 3rd level or lower like the dispel magic spell within the area.

Dusk's Arrival (Recharges after a Long Rest). The zoryas' lantern darkens, snuffing out nearby natural and magical sources of light. Each creature within 30 feet of the zoryas must make a **DC 16 Constitution** saving throw, taking 18 (**4d8**) cold damage on a failed save, or half as much damage on a successful one. The area is bathed in darkness like the darkness spell until the end of the zoryas' next turn.

Source: Creature Codex OGL

Challenge 9

Al-Aeshma Genie*Large elemental, chaotic evil*

Armor class: 17 (natural armor)

Hit points: 172 (15d10 + 90)

Speed: hover: True ft., walk: 30 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+6	+2	+3	+5
(21)	(15)	(22)	(15)	(16)	(20)

Saving throws: Dex +6 Wis +7 Cha +9**Damage immunities:** lightning, thunder**Senses:** darkvision 120 ft., passive

Perception 13

Languages: Auran, Common, Ignan**Challenge rating:** 9 (5,000 XP)***Air Hatred.*** The al-Aeshma has advantage on attack rolls against airborne opponents.***Bound.*** The al-Aeshma must always be anchored to the earth. Even in gaseous form or sandstorm form, part of it must always touch the ground. The al-Aeshma's maximum altitude while flying is 50 ft. If it is not touching, it loses its immunities and gains vulnerability to lightning and thunder.***Elemental Demise.*** When an al-Aeshma dies, its body disintegrates into a swirling spray of coarse sand, leaving behind equipment it was wearing or carrying.***Ill Wind.*** As a bonus action when in gaseous form, the al-Aeshma can befoul its space with a choking scent. When the al-Aeshma moves through another creature's space in gaseous form, the creature must succeed on a **DC 18 Constitution** saving throw or be incapacitated until the end of its next turn. Ill Wind lasts until the al-Aeshma leaves gaseous form or chooses to end the ability as a bonus action.***Innate Spellcasting.*** the al-Aeshma's innate spellcasting ability is Charisma (spell save

DC 17). It can innately cast the following spells, requiring no material components:

at will: detect evil and good, detect magic, thunderwave

3/day each: destroy food and water (as create food and water, but makes food and drink unpalatable), tongues, wind walk

1/day each: creation, gaseous form, insect plague, invisibility, major image

Regeneration. The al-Aeshma regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The al-Aeshma dies only if it starts its turn at 0 hit points and doesn't regenerate.**Actions*****Multiattack.*** The al-Aeshma makes three scimitar attacks.***Scimitar.*** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 3 (1d6) necrotic damage.***Dust Devil.*** A 5-foot-radius, 30-foot-tall cylinder of sand magically forms on a point the al-Aeshma can see within 120 feet of it. The dust devil lasts as long as the al-Aeshma maintains concentration (as if a spell). Any creature but the al-Aeshma that enters the dust devil must succeed on a **DC 18 Strength** saving throw or be restrained by it; any number of creatures may be restrained this way. At the start of a restrained creature's turn, it takes 7 (2d6) slashing damage plus 7 (2d6) necrotic damage. The al-Aeshma can move the dust devil up to 60 feet as an action; restrained creatures move with it. The dust devil ends if the al-Aeshma loses sight of it. A creature can use its action to free a creature restrained by the dust devil, including itself, by making a **DC 18 Strength** check. If the check succeeds, it moves to the nearest space outside the dust devil.

Source: *Tome of Beasts OGL*

Alchemical Golem

Large construct, unaligned

Armor class: 15 (natural armor)

Hit points: 147 (14d10+70)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-2	+5	-2	0	-5
(18)	(7)	(21)	(7)	(10)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 9 (5,000 XP)

Alchemical Infusion. Syringes on the golem's back pierce its silver hide and infuse it with a powerful admixture. At the start of its turn, the alchemical golem can select one of the following infusions. Each infusion lasts until the start of its next turn. The golem can't use multiple infusions at once. **Brimstone:** The golem takes 7 (2d6) necrotic damage when it activates this infusion. The golem can breathe poison as an action. In addition, any creature that starts its turn within 5 feet of the golem must succeed on a **DC 16 Constitution** saving throw or be poisoned until the start of the creature's next turn. **Quicksilver:** The golem takes 14 (4d6) necrotic damage when it activates this infusion. The golem's silver hide turns to shifting quicksilver, increasing its speed to 40 feet and granting it resistance to damage to which it is not already immune. **l Salt:** The golem takes 17 (5d6) necrotic damage when it activates this infusion. The golem's silver hide is covered with salt crystals, increasing its AC

by 3. The golem's slam attacks deal an extra 14 (4d6) piercing damage and the ground within 20 feet of the golem becomes difficult terrain for 1 hour. A creature can force an adamantine syringe into the golem's body with a successful **DC 25 Strength** check while grappling the golem, nullifying its current infusion and dealing 35 (10d6) piercing damage to it.

Elemental Expulsion. Whenever the golem takes acid, cold, fire, or lightning damage, all creatures within 20 feet of the golem must make a **DC 16 Dexterity** saving throw, taking damage equal to the damage the golem took on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Poison Breath (Brimstone Infusion Only; Recharge 5-6). The golem exhales poisonous fumes in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Alnaar

Large fiend, chaotic evil

Alpha Yek

Armor class: 17 (natural armor)
Hit points: 212 (25d10+75)
Speed: burrow: 20 ft., fly: 40 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+6	+3	-1	+1	0
(20)	(22)	(17)	(9)	(12)	(10)

Saving throws: Dex +10 Con +7
Damage immunities: fire, poison
Condition immunities: frightened, poisoned
Senses: darkvision 120 ft., passive Perception 15
Languages: Abyssal
Challenge rating: 9 (5,000 XP)

Skin of the Forge. A creature that starts its turn within 5 feet of the alnaar must make a **DC 16 Constitution** saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature that touches the alnaar or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. Nonmagical weapons and objects with Armor Class 15 or lower are immediately destroyed after coming into contact with the alnaar's skin. Weapons that hit the alnaar deal their damage before being destroyed. This trait is suppressed if the alnaar is starving.

Starving Wrath. If an alnaar hasn't fed on a Medium-sized or larger creature within the last 12 hours, it is starving. While starving, the alnaar's Armor Class is reduced by 2, it has advantage on melee attack rolls against any creature that doesn't have all of its hp, and will direct its attacks at a single foe regardless of tactical consequences. Once it feeds on a Medium-sized or larger corpse or brings a Medium-sized or larger creature to 0 hp, it is no longer starving.

Actions

Multiattack. The alnaar makes three fiery fangs attacks.

Fiery Fangs. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage and 3 (1d6) fire damage.

Flare (Recharge Special). The alnaar becomes super-heated, expelling momentous energy outwards in a 20-foot radius blast around it. Each creature caught in the blast must make a **DC 17 Dexterity** saving throw. On a failed save, a creature takes 22 (4d10) fire damage and 22 (4d10) force damage and is knocked prone. On a success, a creature takes half the fire and force damage but isn't knocked prone. The fire ignites flammable objects that aren't being worn or carried. After using Flare, the alnaar is starving. It can't use Flare if it is starving.

Source: *Creature Codex OGL*

Alpha Yek

Medium fiend, chaotic evil

Armor class: 16 (natural armor)
Hit points: 129 (16d8+48)
Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+2	+1	0
(16)	(16)	(16)	(15)	(13)	(10)

Saving throws: Str +7 Dex +7 Con +7 Int +6
Damage immunities: poison
Condition immunities: poisoned
Senses: darkvision 120 ft., passive Perception 15
Languages: Abyssal, telepathy 120 ft.
Challenge rating: 9 (5,000 XP)

Magic Resistance. The yek has advantage on saving throws against spells and other magical effects.

Pack Tactics. The yek has advantage on attack rolls against a creature if at least one of the yek's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The alpha yek makes one bite attack and two claw attacks. It can make a bone shard attack in place of a claw attack if it has a bone shard available.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (4d4 + 3) slashing damage.

Bone Shard. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (2d4 + 3) piercing damage and the target must make a **DC 17 Constitution** saving throw. On a failure, a piece of the bone breaks and sticks in the target's wound. The target takes 5 (2d4) piercing damage at the start of each of its turns as long as the bone remains lodged in its wound. A creature, including the target, can take its action to remove the bone by succeeding on a **DC 15 Wisdom** (Medicine) check. The bone also falls out of the wound if the target receives magical healing

A yek typically carries 3 (1d6) bone shards, which are destroyed on a successful hit. It can use its action to tear a bone shard from a corpse within 5 feet. Derro

Source: *Creature Codex OGL*

Ammut

Large celestial, neutral

Armor class: 17 (natural armor)

Hit points: 172 (15d10+90)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+6	-2	+3	+1
(20)	(12)	(23)	(6)	(16)	(12)

Saving throws: Str +9 Con +10

Damage immunities: necrotic

Condition immunities: frightened

Senses: darkvision 120 ft., passive

Perception 21

Languages: none

Challenge rating: 9 (5,000 XP)

Judging Aura. An undead creature that starts its turn within 10 feet of the ammut must succeed on a **DC 16 Charisma** saving throw or be stunned until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ammut's Judging Aura for the next 24 hours.

Magic Resistance. The ammut has advantage on saving throws against spells and other magical effects.

Prison Belly. The large belly of the ammut magically sustains the life of those trapped inside it. A creature caught in its belly doesn't need food, water, or air. The ammut can maintain one Medium or smaller creature this way as long as the ammut remains alive.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage plus 10 (3d6) radiant damage. If the target is Large or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the ammut can't bite another target.

Swallow. The ammut makes one bite attack against a Large 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 and it has total cover against attacks and other effects outside the ammut. An ammut can only have one Medium or smaller creature swallowed at a time.

If the ammut takes 30 damage or more on a single turn from the swallowed creature, the ammut must succeed on a **DC 14 Constitution** saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the

Bukavac

ammut. If the ammut dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Ghost Breath (1/Day). The ammut inhales the tortured spirits of undead within 30 feet. Each undead creature of CR 1 and lower in the area is automatically destroyed. All other undead must succeed on a **DC 17 Wisdom** saving throw or be incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Absorb Spirit (1/Day). The ammut attempts to absorb the spirit of a dead or undead creature in its belly. The creature must succeed on a **DC 16 Wisdom** saving throw or be absorbed by the ammut. A creature absorbed this way is destroyed and can't be reanimated, though it can be restored to life by powerful magic, such as a resurrection spell. The ammut regains hp equal to the absorbed creature's hp maximum.

Source: *Creature Codex OGL*

Bukavac

Large monstrosity, neutral evil

Armor class: 16 (natural armor)

Hit points: 199 (**21d10 + 84**)

Speed: walk: 40 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+4	-2	+2	+1
(20)	(17)	(18)	(7)	(15)	(12)

Saving throws: Dex +7 Con +8

Damage immunities: thunder

Senses: darkvision 60 ft., passive

Perception 20

Languages: Sylvan

Challenge rating: 9 (5,000 XP)

Hold Breath. The bukavac can hold its breath for up to 20 minutes.

Hop. A bukavac can move its enormous bulk with remarkably quick hop of up to 20 feet, leaping over obstacles and foes. It may also use the hop as part of a withdraw action.

Actions

Multiattack. The bukavac makes four claw attacks, or two claw attacks and one bite attack, or two claw attacks and one gore attack, or one bite and one gore attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 21 (**3d10 + 5**) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (**1d12 + 5**) slashing damage and grapples (escape DC15). A bukavac can grapple up to 2 Medium size foes.

Gore. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 21 (**3d10 + 5**) piercing damage.

Croaking Blast (Recharge 5-6). A bukavac can emit a howling thunderclap that deafens and damages those nearby. Creatures within 15 feet who fail a **DC 17 Constitution** saving throw take 36 (**8d8**) thunder damage and are permanently deafened. Those succeeding on the saving throw take half damage and are not deafened. The deafness can be cured with lesser restoration.

Source: *Tome of Beasts OGL*

Clay Golem

Large construct, unaligned

Armor class: 14 (natural armor)

Hit points: 133 (**14d10 + 56**)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+4	-4	-1	-5
(20)	(9)	(18)	(3)	(8)	(1)

Damage immunities: acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: understands the languages of its creator but can't speak

Challenge rating: 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 15 Constitution** saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point

maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Source: Systems Reference Document

Cloud Giant

Huge giant, neutral good (50%) or neutral evil (50%)

Armor class: 14 (natural armor)

Hit points: 200 (16d12 + 96)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+6	+1	+3	+3
(27)	(10)	(22)	(12)	(16)	(16)

Saving throws: Con +10 Wis +7 Cha +7

Senses: passive Perception 17

Languages: Common, Giant

Challenge rating: 9 (5,000 XP)

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: detect magic, fog cloud, light 3/day
 each: feather fall, fly, misty step, telekinesis
 1/day each: control weather, gaseous form

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Darakhul High Priestess

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Source: *Systems Reference Document*

Darakhul High Priestess

Medium undead, neutral evil

Armor class: 17 (half plate)
Hit points: 112 (15d8+45)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+4	+2
(16)	(14)	(16)	(12)	(18)	(15)

Saving throws: Wis +8 Cha +6

Damage immunities: poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Darakhul

Challenge rating: 9 (5,000 XP)

Frenzy. The darakhul high priestess can make three extra bite attacks on her turn as a bonus action. If any of these attacks miss, all attacks against her have advantage until the end of her next turn.

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses her stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a **DC 15 Constitution** saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul high priestess using this ability can't also benefit from Master of Disguise.

Sunlight Sensitivity. While in sunlight, the darakhul has disadvantage on attack rolls,

as well as on Wisdom (Perception) checks that rely on sight.

Turning Defiance. The darakhul high priestess and any ghouls within 30 feet of her have advantage on saving throws against effects that turn undead.

Spellcasting. The darakhul high priestess is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared: Cantrips (at will): guidance, mending, resistance, sacred flame, spare the dying, thaumaturgy 1st level (4 slots): bane, command, inflict wounds, protection from evil and good, shield of faith 2nd level (3 slots): blindness/deafness, hold person, spiritual weapon 3rd level (3 slots): animate dead, bestow curse, protection from energy, spirit guardians 4th level (3 slots): banishment, stone shape 5th level (2 slot): contagion, insect plague 6th level (1 slot): create undead 7th level (1 slot): regenerate 8th level (1 slot): antimagic field

Actions

Multiattack. The darakhul high priestess makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage plus 9 (2d8) necrotic damage and, if the target is a humanoid, it must succeed on a **DC 16 Constitution** saving throw or contract darakhul fever.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a **DC 16 Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid is paralyzed for more than 2 rounds, it contracts darakhul fever.

Source: *Creature Codex OGL*

Deep Drake

Large dragon, chaotic evil

Armor class: 17 (natural armor)

Hit points: 150 (20d10 + 40)

Speed: walk: 50 ft., climb: 30 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+2	0	+2	+1
(21)	(19)	(14)	(11)	(14)	(12)

Saving throws: Dex +8 Con +6

Damage immunities: necrotic

Condition immunities: paralyzed, unconscious

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Darakhul, Draconic, Undercommon

Challenge rating: 9 (5,000 XP)

Magic Resistance. The drake has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The drake makes one bite attack, two claw attacks, and one stinger attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 12 (2d6 + 5) slashing damage.

Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 4 rounds. While poisoned this way, the target must repeat the save at the start of its turn, ending the condition on a success. On a failure, it takes 10 (3d6) poison damage. When animate dead is cast on creatures killed by

this poison, the caster requires no material components.

Breath Weapon (Recharge 5-6). A deep drake blasts forth a crackling 80-foot line of purple-black energy that wracks its victims with pain. This attack deals 35 (10d6) necrotic damage, or half damage with a successful DC 16 Dexterity saving throw. Targets that fail this saving throw must also succeed on a DC 16 Constitution saving throw or become stunned for 1d4 rounds.

Source: Tome of Beasts OGL

Desert Giant

Huge giant, neutral

Armor class: 17 (natural armor)

Hit points: 175 (14d12 + 84)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+6	+1	+4	+2
(27)	(10)	(22)	(13)	(18)	(15)

Saving throws: Str +12 Con +10 Cha +6

Damage immunities: fire

Senses: passive Perception 16

Languages: Common, Giant

Challenge rating: 9 (5,000 XP)

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Wasteland Stride. The giant ignores difficult terrain caused by sand, gravel, or rocks.

Actions

Multiattack. The giant makes two falchion attacks.

Falchion. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 23 (6d4 + 8) slashing damage.

Devilbound Gnomish Prince

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Source: Tome of Beasts OGL

Devilbound Gnomish Prince

Small Humanoid, any evil

Armor class: 12 (15 with mage armor)
Hit points: 104 (19d6 + 38)
Speed: walk: 25 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	+3	+1	+6
(10)	(14)	(15)	(16)	(12)	(22)

Saving throws: Con +6 Int +7 Cha +10

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Infernal, Gnomish

Challenge rating: 9 (5,000 XP)

Banishing Word (1/Day). When the devilbound gnomish prince hits with an attack, he can choose to banish the target to the Eleven Hells. The target vanishes from its current location and is incapacitated until its return. At the end of the devilbound gnomish prince's next turn, the target returns to the spot it previously occupied or the nearest unoccupied space and takes 55 (10d10) psychic damage.

Infernal Blessing. The devilbound gnomish prince gains 21 temporary hit points when it reduces a hostile creature to 0 hit points.

Infernal Tie. The devilbound gnomish prince can perceive through his imp's senses, communicate telepathically through its mind, and speak through his imp's mouth as long as both of them are on the same plane of existence.

Innate Spellcasting. the devilbound gnomish prince's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast

the following spells, requiring no material components:

at will: detect magic, false life, mage armor

1/rest each: create undead, forcecage, power word stun

Magic Resistance. The devilbound gnomish prince has advantage on all saving throws against spells and magical effects.

Spellcasting. the devilbound gnomish prince is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The devilbound gnomish prince has the following warlock spells prepared:

cantrips (at will): chill touch, eldritch blast, minor illusion, prestidigitation

5th level (3 slots): banishment, command, contact other plane, counterspell, dimension door, fireball, fly, flame strike, hallow, hex, hold monster, invisibility, scorching ray, scrying, wall of fire, witch bolt

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: Tome of Beasts OGL

Eater Of Dust (Yakat-Shi)

Medium aberration, neutral evil

Armor class: 17 (natural armor)

Hit points: 114 (12d8 + 60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	0	+2	+3
(20)	(14)	(20)	(10)	(15)	(17)

Saving throws: Str +9 Con +9 Cha +7

Damage immunities: bludgeoning, piercing, poison and slashing from

nonmagical weapons

Condition immunities: blindness, lightning, poisoned

Senses: blindsight 60 ft, passive Perception 16

Languages: understands Abyssal, Common, Infernal, Void Speech, but cannot speak; telepathy 100 ft.

Challenge rating: 9 (5,000 XP)

Innate Spellcasting. the eater of dust's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: freedom of movement, inflict wounds, true strike

1/day each: cure wounds (as 3rd level), magic weapon (as 6th level), misty step

Regeneration. The eater of dust regains 5 hit points at the start of its turn. If it takes fire damage, this trait does not function at the start of its next turn. The eater of dust dies only if it starts its turn with 0 hit points and does not regenerate.

Unending Hunger. An eater of dust can devour any substance with its mawblade, regardless of composition, and never get full. It can even gain nourishment from eating dust or soil (hence the name given to the race by various fiends). If an eater of dust's mawblade is ever stolen, lost, or destroyed, it slowly starves to death.

Weapon Bond. A mawblade is part of the eater of dust. It can strike any creature as if it were magically enchanted and made of silver, iron, or other materials required to overcome immunities or resistances. An eater of dust always knows the location of its mawblade as if using the locate creature spell.

Actions

Multiattack. The eater of dust makes two mawblade attacks, or makes one mawblade attack and casts inflict wounds.

Mawblade. Melee Weapon Attack: +9 to hit, one target. Hit: 19 (4d6 + 5) piercing damage, and the target must make a successful DC 17 Constitution saving throw or gain one level of exhaustion.

Source: *Tome of Beasts OGL*

Fire Giant

Huge giant, lawful evil

Armor class: 18 (plate)

Hit points: 162 (13d12 + 78)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	-1	+6	0	+2	+1
(25)	(9)	(23)	(10)	(14)	(13)

Saving throws: Dex +3 Con +10 Cha +5

Damage immunities: fire

Senses: passive Perception 16

Languages: Giant

Challenge rating: 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Source: *Systems Reference Document*

Flame-Scourged Scion

Huge aberration, chaotic evil

Armor class: 16 (natural armor)

Hit points: 125 (10d12+60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+6	+3	-2	+2
(19)	(17)	(22)	(16)	(6)	(15)

Saving throws: Con +10 Wis +2 Cha +6

Condition immunities: grappled, paralyzed, restrained

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Deep Speech, Sylvan

Challenge rating: 9 (5,000 XP)

Burning Rage. When a flame-scourged scion takes fire damage, it has advantage on its attack rolls until the end of its next turn. If it takes more than 5 fire damage, it has advantage on its attack rolls for 2 rounds.

Firesight. A flame-scourged scion can see through areas obscured by fire, smoke, and fog without penalty.

Groundbreaker. Difficult terrain caused by rocks, sand, or natural vegetation, living or dead, doesn't cost the flamescourged scion extra movement. Its speed can't be reduced by any effect.

Actions

Multiattack. The flame-scourged scion makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, the flame-scourged scion can automatically hit the target with its tentacle, and it can't use the same tentacle on another target. The flame-scourged scion can grapple up to two creatures at one time.

Embers (Recharge 6). The flame-scourged scion fills the area around itself with a cloud of burning embers. Each creature within 10 feet of the flame-scourged scion must make a **DC 18 Constitution** saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The embers die out within moments.

Source: *Creature Codex OGL*

Fulad-Zereh

Huge fiend, chaotic evil

Armor class: 18 (plate)

Hit points: 115 (10d12+50)

Speed: fly: 40 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+5	+3	+2	+3
(19)	(11)	(20)	(17)	(15)	(17)

Saving throws: Str +8 Con +9 Wis +6 Cha +7

Damage immunities: poison

Condition immunities: poisoned

Senses: truesight 120 ft., passive Perception 12

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 9 (5,000 XP)

Petrifying Gaze. When a creature that can see the fulad-zereh's eyes starts its turn within 30 feet of the demon, the fulad-zereh can force it to make a **DC 16 Constitution** saving throw if the demon isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the saving throw begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or similar magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the demon until the start of its next turn, when it can avert its eyes again. If the creature looks at the demon, it must immediately make the save.

Weeping Acid. A creature that touches the fulad-zereh or hits it with a melee attack while within 5 feet of it must succeed on a

DC 16 Dexterity saving throw or take 9 (2d8) acid damage.

Actions

Multiattack. The demon makes two attacks: one with its barbed whip and one with its battleaxe.

Barbed Whip. Melee Weapon Attack: +8 to hit, reach 30 ft., one target. Hit: 14 (3d6 + 4) slashing damage, and, if the target is Large or smaller, it is pulled up to 25 feet toward the demon. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns as a barb of pure Abyssal energy lodges itself in the wound. Each time the demon hits the barbed target with this attack, the damage dealt by the wound each round increases by 5 (1d10). Any creature can take an action to remove the barb with a successful DC 14 Wisdom (Medicine) check. The barb crumbles to dust if the target receives magical healing.

Battleaxe. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) slashing damage.

Source: *Creature Codex OGL*

Fulminar

Large elemental, neutral

Armor class: 15

Hit points: 112 (15d10+30)

Speed: fly: 90 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+2	-1	+3	0
(10)	(20)	(14)	(8)	(17)	(10)

Saving throws: Dex +9 Cha +4

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive

Perception 17

Languages: Auran

Challenge rating: 9 (5,000 XP)

Flyby. The fulminar doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Essence of Lightning. Bolts of lightning course around the fulminar's body, shedding bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The fulminar can alter the radius as a bonus action.

Lightning Form. The fulminar can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the fulminar or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Actions

Multiattack. The fulminar makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage and 7 (2d6) lightning damage and the target can't take reactions until the end of the fulminar's next turn.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage and 7 (2d6) lightning damage.

Lightning Shackles (Recharge 5-6). The fulminar magically creates three sets of shackles of lightning, each of which can strike a creature the fulminar can see within 60 feet of it. A target must make a DC 16 Dexterity saving throw. On a failure, the target takes 18 (4d8) lightning damage and is restrained for 1 minute. On a success, the target takes half the damage but isn't restrained. A restrained creature can repeat the saving throw at the end of

Ghostwalk Spider

each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Ghostwalk Spider

Large monstrosity, neutral evil

Armor class: 15

Hit points: 119 (14d10 + 42)

Speed: walk: 50 ft., climb: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+3	-1	+2	-1
(15)	(20)	(17)	(9)	(14)	(8)

Saving throws: Con +9 Cha +3

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages: understands Undercommon but can't speak

Challenge rating: 9 (5,000 XP)

Ghostwalk. As a bonus action, the ghostwalk spider becomes invisible and intangible. Attacking doesn't end this invisibility. While invisible, the ghostwalk spider has advantage on Dexterity (Stealth) checks and gains the following: Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons. Condition Immunities paralyzed, petrified, prone, restrained, stunned. The ghostwalk ends when the spider chooses to end it as a bonus action or when the spider dies

Incorporeal Movement (During Ghostwalk Only). The ghostwalk spider can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The ghostwalk spider makes two bite attacks. It can make a ghostly snare attack in place of one of its bites.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 13 (3d8) poison damage, or half poison damage with a successful DC 15 Constitution saving throw. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned and paralyzed for 1 hour, even after regaining hit points. While using Ghostwalk, the spider's bite and poison do half damage to targets that aren't affected by Ghostly Snare (see below).

Ghostly Snare (During Ghostwalk Only, Recharge 5-6). Ranged Weapon Attack: +9 to hit, range 40/160 ft., one target. Hit: The target is restrained by ghostly webbing. While restrained in this way, the target is invisible to all creatures except ghostwalk spiders, and it has resistance to acid, cold, fire, lightning, and thunder damage. A creature restrained by Ghostly Snare can escape by using an action to make a successful DC 14 Strength check, or the webs can be attacked and destroyed (AC 10; hp 5).

Source: *Tome of Beasts OGL*

Glabrezu

Large fiend, chaotic evil

Armor class: 17 (natural armor)

Hit points: 157 (15d10 + 75)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	+4	+3	+3
(20)	(15)	(21)	(19)	(17)	(16)

Saving throws: Str +9 Con +9 Wis +7 Cha +7

Damage immunities: poison
Condition immunities: poisoned
Senses: truesight 120 ft., passive Perception 13
Languages: Abyssal, telepathy 120 ft.
Challenge rating: 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components: At will: darkness, detect magic, dispel magic 1/day each: confusion, fly, power word stun

Magic Resistance. The glabrezu has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A glabrezu has a 30 percent chance of summoning 1d3 vrocks, 1d2 hezrous, or one glabrezu. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Hierophant Lich

Medium undead, any evil alignment

Armor class: 14 (natural armor)
Hit points: 91 (14d8+28)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+1	+5	+3
(12)	(13)	(15)	(12)	(20)	(17)

Saving throws: Con +6 Int +5 Wis +9

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 60 ft., passive Perception 19

Languages: Common, Abyssal, Infernal, Void Speech

Challenge rating: 9 (5,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Levitate. As a bonus action, a hierophant lich can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the levitate spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.

Rejuvenation. If it has a sacred vessel, a destroyed hierophant lich gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the vessel.

Turn Resistance. The hierophant lich has advantage on saving throws against any effect that turns undead.

Spellcasting. The lich is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The lich has the following cleric spells prepared: Cantrips (at will):

Horakh

guidance, mending, sacred flame, thaumaturgy 1st level (4 slots): command, detect magic, protection from evil and good, sanctuary 2nd level (3 slots): blindness/deafness, hold person, silence 3rd level (3 slots): animate dead, dispel magic, spirit guardians 4th level (3 slots): banishment, freedom of movement, guardian of faith 5th level (1 slot): flame strike

Actions

Unholy Smite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning plus 9 (2d8) necrotic damage. The target must succeed on a **DC 17 Wisdom** saving throw or be charmed for 1 minute. The charmed target must defend the hierophant. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An undead target that fails is charmed for 24 hours and can only repeat the saving throw once every 24 hours.

Legendary actions

Cantrip. The hierophant lich casts a cantrip.

Unholy Smite (Costs 2 Actions). The hierophant lich uses its Unholy Smite.

Damnation (Costs 2 Actions). The hierophant lich threatens one creature within 10 feet of it with eternal suffering. The target must succeed on a **DC 17 Wisdom** saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hierophant lich's Damnation for the next 24 hours.

Source: *Creature Codex OGL*

Horakh

Medium monstrosity, neutral

Armor class: 17 (natural armor)
Hit points: 161 (19d8 + 76)
Speed: walk: 40 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	-1	+2	0
(18)	(19)	(19)	(8)	(15)	(10)

Saving throws: Dex +12

Senses: darkvision 60 ft., tremorsense 30 ft., passive Perception 20

Languages: understands Undercommon

Challenge rating: 9 (5,000 XP)

Shadow Stealth. A horakh can hide as a bonus action if it's in dim light or darkness.

Standing Leap. As part of its movement, the horakh can jump up to 20 feet horizontally and 10 feet vertically, with or without a running start.

Actions

Multiattack. The horakh makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage. If the bite attack hits a target that's grappled by the horakh, the target must make a successful **DC 16 Dexterity** saving throw or one of its eyes is bitten out. A creature with just one remaining eye has disadvantage on ranged attack rolls and on Wisdom (Perception) checks that rely on sight. If both (or all) eyes are lost, the target is blinded. The regenerate spell and comparable magic can restore lost eyes. Also see Implant Egg, below.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage. If both attacks hit the same Medium or smaller target in a single turn, the target is grappled (escape DC 14).

Implant Egg. If a horakh's bite attack reduces a grappled creature to 0 hit points, or it bites a target that's already at 0 hit points, it implants an egg in the creature's

eye socket. The deposited egg grows for 2 weeks before hatching. If the implanted victim is still alive, it loses **1d2** Constitution every 24 hours and has disadvantage on attack rolls and ability checks. After the first week, the victim is incapacitated and blinded. When the egg hatches after 2 weeks, an immature horakh erupts from the victim's head, causing **1d10** bludgeoning, **1d10** piercing, and **1d10** slashing damage. A lesser restoration spell can kill the egg during its incubation.

Source: Tome of Beasts OGL

Jinmenju

Huge plant, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 126 (**12d12+48**)

Speed: walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-5	+4	+3	-1	+6
(16)	(1)	(19)	(17)	(8)	(22)

Saving throws: Con +8 Cha +10

Damage immunities: bludgeoning, piercing, and slashing from nonmagical attacks

Condition immunities: exhaustion, prone

Senses: darkvision 60 ft., tremorsense 120 ft. (blind beyond this radius), passive Perception 13

Languages: all languages known by creatures within 120 feet

Challenge rating: 9 (5,000 XP)

Burrowing Roots. Whenever the jinmenju makes a root attack, it can choose a point on the ground within 120 feet of it. The root bursts from the ground, and that point becomes the attack's point of origin. After attacking, the exposed root protrudes from that point, and the jinmenju gains a reaction each turn that it can only use to make an opportunity attack with that root. A root has AC 15, 45 hp, and resistance to bludgeoning, piercing, and slashing damage from

nonmagical attacks. Damaging a root doesn't damage the jinmenju tree. The jinmenju can have up to 5 roots active at one time. If it makes a root attack while it has 5 roots active, one of the active roots burrows back into the ground and a new root appears at the location of the new attack.

Laughing Fruit. If a creature with Intelligence 5 or higher eats a bite of the fruit of the jinmenju, it must succeed on a **DC 16 Wisdom** saving throw or fall prone, becoming incapacitated by fits of laughter as it perceives everything as hilariously funny for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target takes damage while prone, it has advantage on the saving throw.

Actions

Multiattack. The jinmenju makes two root attacks.

Root. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (**2d10 + 3**) bludgeoning damage plus 14 (**4d6**) psychic damage.

Legendary actions

Root. The jinmenju makes one root attack.

Revitalize Roots. The jinmenju restores 10 (**3d6**) hp to each of its exposed roots.

Mirthful Miasma (Costs 2 Actions). The jinmenju emits a puff of purple gas around its roots. Each creature within 10 feet of an exposed root must succeed on a **DC 16 Constitution** saving throw or fall prone with laughter, becoming incapacitated and unable to stand up until the end of its next turn. A creature in an area of overlapping gas only makes the saving throw once. A creature with an Intelligence score of 4 or less isn't affected.

Source: Creature Codex OGL

Krake Spawn*Huge monstrosity, neutral evil*

Armor class: 16 (natural armor)

Hit points: 150 (12d12 + 72)

Speed: walk: 20 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+1	+6	+3	+2	+4
(24)	(12)	(22)	(17)	(15)	(18)

Saving throws: Str +11 Con +10 Int +7 Cha +8

Damage immunities: cold, poison, psychic

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Infernal, Primordial, Void Speech

Challenge rating: 9 (5,000 XP)

Amphibious. The krake spawn can breathe air and water.*Jet.* While underwater, the krake spawn can take the withdraw action to jet backward at a speed of 140 feet. It must move in a straight line while using this ability.*Innate Spellcasting.* the krake spawn's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: protection from energy, ray of frost

1/day each: ice storm, wall of ice

Actions*Multiattack.* The krake spawn makes eight tentacle attacks and one bite attack. It can substitute one constrict attack for two tentacle attacks if it has a creature grappled at the start of the krake spawn's turn, but it never constricts more than once per turn.*Bite.* Melee Weapon Attack: +11 to hit, reach 10 ft, one target. Hit: 12 (1d10 + 7) slashing damage.*Tentacle.* Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 10 (1d6 + 7) necrotic damage. If two tentacle attacks hit the same target in one turn, the target is also grappled (escape DC 17).*Constrict.* The constricted creature takes 26 (3d12 + 7) bludgeoning damage and is grappled (escape DC 17) and restrained.*Ink Cloud (Recharge 6).* The krake spawn emits black, venomous ink in a 30-foot cloud as a bonus action while underwater. The cloud affects vision as the darkness spell, and any creature that starts its turn inside the cloud takes 10 (3d6) poison damage, or half damage with a successful DC 18 Constitution saving throw. The krake spawn's darkvision is not impaired by this cloud. The cloud persists for 1 minute, then disperses.*Vomit Forth the Deeps (1/Day).* The krake spawn sprays halfdigested food from its maw over a 15-foot cone. This acidic slurry causes 3 (1d6) acid damage and targets must make a successful DC 18 Constitution saving throw or be incapacitated until the end of their next turn.Source: *Tome of Beasts OGL***Külmking***Large undead, chaotic evil*

Armor class: 14 (natural armor)

Hit points: 127 (15d10+45)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+4	+3
(17)	(15)	(16)	(12)	(18)	(17)

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, poisoned

Senses: darkvision 120 ft., passive Perception 18
Languages: Common
Challenge rating: 9 (5,000 XP)

Corruption. If the külmking moves through another creature, it can use a bonus action to corrupt that creature's soul. The target creature must make a **DC 16 Charisma** saving throw. A creature paralyzed by the külmking has disadvantage on this saving throw.

On a failed save, a creature suffers from terrible and violent thoughts and tendencies. Over the course of **2d4** days, its alignment shifts to chaotic evil. A creature that dies during this time, or after this shift is complete, rises 24 hours later as a külmking. The corruption can be reversed by a remove curse spell or similar magic used before the creature's death.

On a success, a creature is immune to the külmking's Corruption for the next 24 hours.

Incorporeal Movement. The külmking can pass through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Trampling Charge. If the külmking moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a **DC 16 Strength** saving throw or be knocked prone. If the target is prone, the külmking can make one hooves attack against it as a bonus action.

Actions

Multiattack. The külmking makes two claw attacks and one bite or hooves attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (**2d8 + 3**) piercing damage. If the target is a creature that is not undead, it must make a **DC 16 Constitution** saving throw or take 12 (**2d8 + 3**) necrotic damage. The külmking

regains hp equal to the amount of necrotic damage dealt.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (**2d6 + 3**) slashing damage. If the target is not undead, it must succeed on a **DC 16 Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (**3d6 + 3**) bludgeoning damage.

Source: Creature Codex OGL

Lotus Golem

Large construct, unaligned

Armor class: 14
 Hit points: 82 (**11d10+22**)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	-2	+1	-3
(14)	(19)	(14)	(6)	(12)	(4)

Saving throws: Str +6 Dex +8

Damage immunities: cold, fire, poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 19

Languages: understands the languages of its creator but can't speak

Challenge rating: 9 (5,000 XP)

Arcane Pool. The lotus golem absorbs energy from nearby spellcasting. Most lotus golems hold 1 charge point at any given time but can hold up to 4. As a bonus action while casting a spell within 5 feet of the lotus golem, the golem's controller can expend the golem's charge points to cast the spell without expending a spell slot. To do so, the controller must

Malakbel

expend a number of charge points equal to the level of the spell.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Water Walker. The golem can move across the surface of water as if it were harmless, solid ground. This trait works like the water walk spell.

Actions

Multiattack. The lotus golem makes two arcane water attacks.

Arcane Water. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d12 + 2) bludgeoning damage plus 7 (2d6) force damage.

Source: *Creature Codex OGL*

Malakbel

Medium fiend, chaotic evil

Armor class: 14 (natural armor)

Hit points: 102 (12d8 + 48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+1	+3	+5
(14)	(17)	(19)	(13)	(16)	(20)

Saving throws: Dex +7 Wis +7

Damage immunities: fire, radiant, poison

Condition immunities: blinded, poisoned

Senses: truesight 30 ft., passive Perception 17

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 9 (5,000 XP)

Blistering Radiance. The malakbel generates a 30-foot-radius aura of searing

light and heat. A creature that starts its turn in the aura, or who enters it for the first time on a turn, takes 11 (2d10) radiant damage. The area in the aura is brightly lit, and it sheds dim light for another 30 feet. The aura dispels magical darkness of 3rd level or lower where the areas overlap.

Distortion. Ranged attacks against the malakbel have disadvantage.

Magic Resistance. The malakbel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The malakbel makes two scorching blast attacks.

Scorching Blast. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) fire damage.

Searing Flare (Recharge 5-6). The malakbel intensifies its Blistering Radiance to withering levels. All creatures in the malakbel's aura take 31 (7d8) radiant damage and gain a level of exhaustion; a successful DC 16 Constitution saving throw reduces damage by half and negates exhaustion.

Teleport. The malakbel magically teleports to an unoccupied space it can see within 100 feet.

Source: *Tome of Beasts OGL*

Monarch Skeleton

Medium undead, neutral evil

Armor class: 16 (chain mail)

Hit points: 142 (15d8+75)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	+1	+2	-1
(21)	(14)	(20)	(12)	(14)	(8)

Saving throws: Wis +6
Damage immunities: necrotic, poison
Condition immunities: charmed, exhaustion, paralyzed, petrified, poisoned
Senses: darkvision 120 ft., passive Perception 12
Languages: the languages it knew in life
Challenge rating: 9 (5,000 XP)

Master Tactician. The monarch skeleton and any skeletons within 30 feet of it have advantage on attack rolls against a creature if at least one of the skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sovereign's Command. As a bonus action, the monarch commands a skeleton within 30 feet of it to make one attack as a reaction against a creature the monarch attacked this round.

Turning Defiance. The monarch skeleton and any skeletons within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The monarch skeleton makes two dreadblade attacks.

Dreadblade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a **DC 17 Constitution** saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Grasp of the Grave (Recharge 5-6). Each non-skeleton creature within 30 feet of the monarch must succeed on a **DC 16 Dexterity** saving throw or be restrained by ghostly, skeletal hands for 1 minute. A restrained target takes 10 (3d6) necrotic damage at the start of each of its turns. A creature, including the target, can take its

action to break the ghostly restraints by succeeding on a **DC 16 Strength** check.

Source: Creature Codex OGL

Mytholabe

Large construct, unaligned

Armor class: 18 (natural armor)
 Hit points: 152 (16d10+64)
 Speed: fly: 30 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	-2	+3	-5
(20)	(13)	(18)	(6)	(16)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from magical attacks

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses: passive Perception 13

Languages: understands all but can't speak
Challenge rating: 9 (5,000 XP)

Immutable Form. The mytholabe is immune to any spell or effect that would alter its form.

Magic Resistance. The mytholabe has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mytholabe's weapon attacks are magical.

Melodious Recharge. Whenever the mytholabe is hit by a magical weapon attack, it recharges its Purifying Resonance ability.

Spanner in the Works. When the mytholabe suffers a critical hit from a nonmagical weapon, the attacker quadruples the dice rolled instead of doubling them.

Sentient Transformation. If the mytholabe is inhabited by a sentient weapon, its mental statistics and alignment change to match that of the weapon's.

Unbearable Scraping. When the mytholabe is hit with a nonmagical melee weapon attack, each creature within 15 feet of it must succeed on a **DC 16 Constitution** saving throw or be deafened for 1 minute.

Innate Spellcasting (1/Day). The mytholabe can innately cast plane shift on itself only, requiring no material components. Its innate spellcasting ability is Wisdom.

Actions

Multiattack. The mytholabe makes three heroic jab attacks. When its Purifying Resonance is available, it can use the resonance in place of one heroic jab attack.

Heroic Jab. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) radiant damage.

Purifying Resonance (Recharge 5-6). The mytholabe thrums with a harmonic resonance that brings order to those within 30 feet. Each creature in that area must succeed on a **DC 16 Constitution** saving throw or have all conditions and magical effects on it ended immediately and any concentration it's maintaining broken.

Source: *Creature Codex OGL*

Oozasis

Gargantuan ooze, unaligned

Armor class: 7
 Hit points: 217 (14d20 + 70)
 Speed: walk: 20 ft., climb: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-3	+5	+1	+6	+4
(18)	(5)	(20)	(12)	(22)	(18)

Saving throws: Int +5 Wis +10 Cha +8
Damage immunities: acid
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 20

Languages: understands all languages but can't speak, telepathy 120 ft.

Challenge rating: 9 (5,000 XP)

Amorphous. The oozasis can move through a space as narrow as 1 inch wide without squeezing.

Mirage. As a bonus action, the oozasis can create a mirage around itself to lure victims toward it while disguising its true nature. This functions as the mirage arcane spell (save DC 16) but is nonmagical, and therefore can't be detected using detect magic or similar magic, and can't be dispelled.

Waters of Unfathomable Compulsion. Any creature that drinks the water of an oozasis or eats fruit from the plants growing in it has a dream (as the spell, save DC 16) the next time it sleeps. In this dream, the oozasis places a compulsion to carry out some activity as a torrent of images and sensations. When the creature awakens, it is affected by a geas spell (save DC 16, cast as a 7th-level spell) in addition to the effects of dream.

Actions

Multiattack. The oozasis makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) acid damage, and a target that's Large or smaller is grappled (escape DC 16) and restrained until the grapple ends. The oozasis has two pseudopods, each of which can grapple one target at a time.

Engulf. The oozasis engulfs creatures grappled by it. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects outside the oozasis, takes 21 (6d6) acid damage at the start of each of

the oozasis's turns, and is subject to the oozasis's Waters of Unfathomable Compulsion trait. The creature takes no damage if the oozasis chooses not to inflict any. When the oozasis moves, the engulfed creature moves with it. An engulfed creature can escape by using an action and making a successful **DC 16 Strength** check. On a success, the creature enters a space of its choice within 5 feet of the oozasis.

Vapors of Tranquility or Turmoil (Recharges after a Short or Long Rest). The oozasis sublimates its waters into a vapor that fills a disk centered on the oozasis, 60 feet in radius, and 10 feet thick. All creatures in the area are affected by either the calm emotions spell or the confusion spell (save DC 16). The oozasis chooses which effect to use, and it must be the same for all creatures.

Source: *Tome of Beasts OGL*

Shadow Fey Ambassador

Medium humanoid, lawful evil

Armor class: 16 (studded leather)

Hit points: 161 (19d8+76)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+4	+3	+3	+5
(13)	(18)	(18)	(16)	(16)	(20)

Saving throws: Dex +8 Wis +7

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Elvish, Umbral

Challenge rating: 9 (5,000 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Traveler (5/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of

inky smoke appears at the origin and destination when it uses this trait.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The ambassador uses its Withering Stare. It then makes three rapier attacks.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 8 (1d8 + 4) piercing damage plus 10 (3d6) cold damage.

Honeyed Words (Recharges after a Long Rest).

The silver-tongued shadow fey ambassador weaves together a string of highly persuasive and agreeable words. Each creature within 30 feet of the ambassador must succeed on a **DC 16 Wisdom** saving throw or be charmed by the ambassador, regarding it as a wise and trustworthy ally with the creature's best interests at heart. A charmed target doesn't have to obey the ambassador's commands, but it views the ambassador's words in the most favorable way.

Each time a charmed target witnesses the shadow fey ambassador or its allies do something harmful to the target or its companions, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts as long as the ambassador maintains concentration, up to 8 hours.

Withering Stare. The shadow fey ambassador targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a **DC 16 Wisdom** saving throw or be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its

Shadow River Lord

turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ambassador's Withering Stare for the next 24 hours.

Source: *Creature Codex OGL*

Shadow River Lord

Medium undead, neutral evil

Armor class: 16 (natural armor)

Hit points: 135 (18d8+54)

Speed: swim: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+3	+4
(14)	(18)	(16)	(12)	(16)	(18)

Damage immunities: poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 13

Languages: Common

Challenge rating: 9 (5,000 XP)

Amorphous. The shadow river lord can move through a space as narrow as one inch wide without squeezing.

Actions

Multiattack. The shadow river lord makes two greenfire staff or two shadowfrost bolt attacks. If two attacks hit the same target, the target must make a **DC 16 Constitution** saving throw or be blinded until the end of its next turn.

Greenfire Staff. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Shadowfrost Bolt. Ranged Spell Attack: +8 to hit, range 150 ft., one target. Hit: 9 (2d8) necrotic damage plus 7 (2d6) cold damage.

Shadow Geyser (Recharge 6). The shadow river lord expels a geyser of shadowy water from its staff in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw, taking 21 (6d6) necrotic damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Spider Drake

Large dragon, lawful evil

Armor class: 18 (natural armor)

Hit points: 136 (16d10+48)

Speed: climb: 40 ft., fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-2	+3	+2
(19)	(13)	(17)	(7)	(16)	(15)

Saving throws: Dex +5 Con +7 Wis +7 Cha +6

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages: Common, Draconic

Challenge rating: 9 (5,000 XP)

Sticky Secretions. When the spider drake is hit with a melee attack, the attacker's weapon becomes stuck to the web fluid secreted from its scales. If the attacker didn't use a weapon, it must succeed on a **DC 16 Strength** saving throw or become restrained in the webbing. As an action, a creature can make a **DC 16 Strength** check, escaping or freeing its weapon from the secretions on a success.

Actions

Multiattack. The spider drake makes three attacks: one with its bite and two with its claws. It can use Web in place of its bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The drake exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 42 (12d6) poison damage and is poisoned. On a success, a creature takes half the damage and isn't poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 60/120 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Source: *Creature Codex OGL*

Treant

Huge plant, chaotic good

Armor class: 16 (natural armor)

Hit points: 138 (12d12 + 60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+5	+1	+3	+1
(23)	(8)	(21)	(12)	(16)	(12)

Senses: passive Perception 13

Languages: Common, Druidic, Elvish, Sylvan

Challenge rating: 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Source: *Systems Reference Document*

Ushabti

Large construct, unaligned

Armor class: 18 (natural armor)

Hit points: 105 (10d10 + 50)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	0	+4	-1
(21)	(17)	(20)	(11)	(19)	(9)

Saving throws: Con +7 Cha +3

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Vine Troll Skeleton

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 18

Languages: Ancient language of DM's choice

Challenge rating: 9 (5,000 XP)

Dynastic Aura. A creature that starts its turn within 15 feet of the ushabti must make a **DC 17 Constitution** saving throw, unless the ushabti is incapacitated. On a failed save, the creature has its breath stolen; it takes 9 (2d8) necrotic damage, and until the end of the ushabti's next turn, can't cast spells that require a verbal component or speak louder than a whisper. If a creature's saving throw is successful, the creature is immune to this ushabti's Dynastic Aura for the next 24 hours.

Healing Leech. If a creature within 30 feet of the ushabti regains hit points from a spell or a magical effect, the creature gains only half the normal number of hit points and the ushabti gains the other half.

Immutable Form. The ushabti is immune to any spell or effect that would alter its form.

Magic Resistance. The ushabti has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ushabti's weapon attacks are magical.

Actions

Multiattack. The ushabti makes one attack with Medjai's scepter and one with its khopesh.

Medjai's Scepter. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) poison damage.

Khopesh. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Source: *Tome of Beasts OGL*

Vine Troll Skeleton

Large plant, unaligned

Armor class: 16 (natural armor)

Hit points: 119 (14d10 + 42)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	-2	-1	-3
(20)	(12)	(16)	(6)	(8)	(5)

Saving throws: Con +12

Damage immunities: poison

Condition immunities: deafened, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: -

Challenge rating: 9 (5,000 XP)

Regeneration. The vine troll skeleton regains 5 hit points at the start of its turn if it is within 10 feet of the duskthorn dryad's vines and it hasn't taken acid or fire damage since its previous turn. The skeleton dies only if it starts its turn with 0 hit points and doesn't regenerate, or if the duskthorn dryad who created it dies, or if the troll's heart inside the dryad's or treant's tree is destroyed.

Actions

Multiattack. The skeleton makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage.

Source: *Tome of Beasts OGL*

Wickerman

Huge construct, neutral evil

Armor class: 8
 Hit points: 138 (12d12+60)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+5	-4	+2	-5
(18)	(8)	(21)	(3)	(14)	(1)

Saving throws: Str +8 Con +9
Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages: understands the languages of its creator but can't speak
Challenge rating: 9 (5,000 XP)

Berserk. If the staff controlling the wickerman is broken or is not being worn or carried by a humanoid, the wickerman goes berserk. On each of its turns while berserk, the wickerman attacks the nearest creature it can see. If no creature is near enough to move to and attack, the wickerman attacks an object with preference for an object smaller than itself. Once the wickerman goes berserk, it continues to do so until it is destroyed, until a new staff is created, or until the staff is worn or carried by a humanoid.

Blazing Fury. A creature that touches the wickerman or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. If the wickerman's flame is ever doused, it is incapacitated until the flame is rekindled by dealing at least 10 fire damage to it.

Water Susceptibility. If the wickerman is on fire, it takes 1 cold damage for every 5 feet it moves in water or for every gallon of water splashed on it. If the wickerman takes at least 100 points of cold damage within a 1 minute period, its flame is doused.

Actions

Multiattack. The wickerman makes two slam attacks.

Blazing Ray. Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 27 (5d10) fire damage.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage plus 5 (1d10) fire damage and the target is grappled (escape DC 16). The wickerman has two fists, each of which can grapple only one target.

Imprison. The wickerman makes one slam attack against a target it is grappling. If the attack hits, the target is imprisoned inside its burning body, and the grapple ends. A creature imprisoned in the wickerman is blinded, restrained, has total cover against attacks and other effects outside the wickerman, and it takes 17 (5d6) fire damage at the start of each of the wickerman's turns. Up to 6 Medium or smaller creatures can fit inside a wickerman's body. If the wickerman takes 25 damage or more from a creature inside of it, the wickerman must succeed on a DC 14 Constitution saving throw or the creature bursts free from it. The creature falls prone in a space within 10 feet of the wickerman. If the wickerman dies, all creatures inside of it are no longer restrained by it and can escape from the burning corpse by using 15 feet of movement, exiting prone.

Source: *Creature Codex OGL*

Young Blue Dragon

Large dragon, lawful evil

Armor class: 18 (natural armor)
 Hit points: 152 (16d10 + 64)
 Speed: walk: 40 ft., burrow: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	+2	+1	+3
(21)	(10)	(19)	(14)	(13)	(17)

Young Flame Dragon

Saving throws: Dex +4 Con +8 Wis +5 Cha +7

Damage immunities: lightning

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages: Common, Draconic

Challenge rating: 9 (5,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Young Flame Dragon

Large dragon, chaotic evil

Armor class: 18 (natural armor)

Hit points: 161 (17d10 + 68)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+4	+2	+1	+4
(15)	(14)	(19)	(15)	(13)	(18)

Saving throws: Dex +6 Con +8 Wis +5 Cha +8

Damage immunities: fire

Senses: passive Perception 19

Languages: Common, Draconic, Ignan, Giant, Infernal, Orc

Challenge rating: 9 (5,000 XP)

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

Actions

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d10 + 2) piercing damage plus 3 (1d6) fire damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area takes 56 (16d6) fire damage, or half damage with a successful DC 16 Dexterity saving throw.

Source: Tome of Beasts OGL

Young Sea Dragon

Large dragon, neutral evil

Armor class: 18 (natural armor)

Hit points: 152 (16d10 + 64)

Speed: walk: 40 ft., fly: 80 ft., swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	+2	+1	+3
(21)	(10)	(19)	(15)	(13)	(17)

Saving throws: Dex +4 Con +8 Wis +5 Cha +7

Damage immunities: cold

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages: Common, Draconic

Challenge rating: 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Siege Monster. The dragon deals double damage to objects and structures

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) cold damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, the target takes 27 (5d10) bludgeoning damage and 27 (5d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

Source: *Tome of Beasts OGL*

Young Silver Dragon

Large dragon, lawful good

Armor class: 18 (natural armor)

Hit points: 168 (16d10 + 80)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+2	0	+4
(23)	(10)	(21)	(14)	(11)	(19)

Saving throws: Dex +4 Con +9 Wis +4 Cha +8

Damage immunities: cold

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages: Common, Draconic

Challenge rating: 9 (5,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

Young Void Dragon

Large dragon, chaotic neutral

Armor class: 18 (natural armor)

Hit points: 157 (15d10 + 75)

Speed: hover: True ft., walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+5	+2	0	+4
(20)	(10)	(21)	(14)	(11)	(19)

Saving throws: Dex +4 Con +9 Wis +4 Cha +8

Damage immunities: cold

Condition immunities: charmed, frightened

Senses: passive Perception 18

Languages: Common, Draconic, Void Speech

Challenge rating: 9 (5,000 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Young Wasteland Dragon

Void Dweller. As ancient void dragon.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 3 (1d6) cold damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Gravitic Breath. The dragon exhales a 30-foot cube of powerful localized gravity, originating from the dragon.

Falling damage in the area increases to *1d10 per 10 feet fallen*. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, it must make a **DC 17 Dexterity** saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 30-foot cone. Each creature in that area must make a **DC 17 Dexterity** saving throw, taking 28 (8d6) fire damage and 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Source: Tome of Beasts OGL

Young Wasteland Dragon

Large dragon, chaotic evil

Armor class: 18 (natural armor)

Hit points: 178 (17d10+85)

Speed: burrow: 20 ft., climb: 40 ft., fly: 70 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+5	+1	0	+1
(21)	(10)	(21)	(12)	(11)	(12)

Saving throws: Dex +4 Con +9 Wis +4 Cha +5

Damage immunities: force

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages: Common, Draconic

Challenge rating: 9 (5,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Warped Energy Breath (Recharge 6). The dragon blasts warped arcane energy in a 40-foot line that is 5 feet wide. Each creature in that line must make a **DC 15 Dexterity** saving throw, taking 49 (11d8) force damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Challenge 10

Aboleth

Large aberration, lawful evil

Armor class: 17 (natural armor)

Hit points: 135 (18d10 + 36)

Speed: walk: 10 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+2	+4	+2	+4
(21)	(9)	(15)	(18)	(15)	(18)

Saving throws: Con +6 Int +8 Wis +6

Senses: darkvision 120 ft., passive Perception 20

Languages: Deep Speech, telepathy 120 ft.

Challenge rating: 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 ft. of it must make a **DC 14 Constitution** saving throw. On a failure, the creature is diseased for **1d4** hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 14 Constitution** saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes

translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft. one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/day). The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a **DC 14 Wisdom** saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary actions

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Source: Systems Reference Document

Alchemist Archer

Medium humanoid, any alignment

Armor class: 17 (studded leather)
 Hit points: 135 (18d8+54)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+3	+4	+2	0
(11)	(20)	(16)	(18)	(14)	(10)

Saving throws: Str +4 Int +8
Senses: darkvision 60 ft., passive Perception 16
Languages: Common, Elvish
Challenge rating: 10 (5,900 XP)

Alchemical Arrows. As a bonus action, the archer attaches an alchemy tube to the shaft of one arrow before firing its longbow. On a successful hit, the alchemy tube shatters and does one of the following: **Concussive.** The target takes an extra 18 (4d8) thunder damage and must succeed on a **DC 16 Strength** saving throw or be knocked prone. **Entangling.** The target takes an extra 18 (4d8) acid damage and is restrained by sticky, alchemical goo. As an action, the restrained target can make a **DC 16 Strength** check, bursting through the goo on a success. The goo can also be attacked and destroyed (AC 10; hp 5; immunity to piercing, slashing, poison, and psychic damage). **Explosive.** The target takes an extra 18 (4d8) fire damage and catches on fire, taking 7 (2d6) fire damage at the start of each of its turns. The target can end this damage by using its action to make a **DC 16 Dexterity** check to extinguish the flames.

Fey Ancestry. The archer has advantage on saving throws against being charmed, and magic can't put the archer to sleep.

Hunter's Aim. Once per turn, when the archer makes a ranged attack with its longbow and hits, the target takes an extra 28 (8d6) damage.

Actions

Multiattack. The alchemist archer makes three longbow attacks or two scimitar attacks.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Source: Creature Codex OGL

Algorithm

Medium construct, lawful neutral

Armor class: 18 (natural armor)
 Hit points: 136 (16d8 + 64)
 Speed: walk: 40 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+1	+3	+4
(21)	(14)	(19)	(13)	(16)	(18)

Saving throws: Dex +6 Con +8 Wis +7 Cha +8

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Celestial, Draconic, Infernal

Challenge rating: 10 (5,900 XP)

Immutable Form. The algorithm is immune to any spell or effect that would alter its form.

Innate Spellcasting. the algorithm's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: aid, blur, detect magic, dimension door

5/day each: dispel magic

Altar Flame Golem

1/day: commune (5 questions), wall of force

Actions

Multiattack. The algorithm makes two logic razor attacks.

Logic Razor. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 31 (4d12 + 5) force damage.

Cone of Negation (Recharge 5-6). An algorithm can project a cone of null energy. Targets inside the 30 foot cone take 42 (12d6) force damage and suffer the effect of a dispel magic spell. A successful DC 16 Dexterity saving throw reduces the damage to half and negates the dispel magic effect on that target.

Reality Bomb (5/Day). The algorithm can summon forth a tiny rune of law and throw it as a weapon. Any creature within 30 feet of the square where the reality bomb lands takes 21 (6d6) force damage and is stunned until the start of the algorithm's next turn. A target that makes a successful DC 16 Dexterity saving throw takes half damage and isn't stunned.

Source: *Tome of Beasts OGL*

Altar Flame Golem

Large construct, neutral

Armor class: 16 (natural armor)

Hit points: 152 (16d10+64)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+4	-4	0	-5
(19)	(9)	(18)	(3)	(10)	(1)

Damage immunities: fire, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 10 (5,900 XP)

Aversion to Water. If the golem takes cold damage or is doused with at least three gallons of water, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Death Burst. When the altar flame golem is reduced to 0 hp, it explodes into shards of hot stone and fire. Each creature within 15 feet of it must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. An altar flame golem is not immune to the fire damage of another altar flame golem's death burst and doesn't absorb it.

False Appearance. While the golem remains motionless, it is indistinguishable from an altar bearing an eternal flame.

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The altar flame golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 11 (2d10) fire damage.

Flame Breath (Recharge 5-6). The golem breathes fire in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Automata Devil

Large fiend, lawful evil

Armor class: 17 (natural armor)

Hit points: 168 (16d10 + 80)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+3	+5	0	+2	+4
(24)	(17)	(20)	(11)	(14)	(19)

Saving throws: Str +11 Dex +7 Con +9 Wis +6 Cha +8

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: passive Perception 51

Languages: Common, Infernal; telepathy 100 ft.

Challenge rating: 10 (5,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The automata devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the automata devils' spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: charm person, suggestion, teleport

1/day each: banishing smite, cloudkill

Actions

Multiattack. The automata devil makes two melee attacks, using any combination of bite, claw, and whip attacks. The bite attack can be used only once per turn.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) slashing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Whip. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 11 (1d8 + 7) slashing damage and the target is grappled (escape DC 17) and restrained. Only two targets can be grappled by the automata devil at one time, and each grappled target prevents one whip from being used to attack. An individual target can be grappled by only one whip at a time. A grappled target takes 9 (2d8) piercing damage at the start of its turn.

Punishing Maw. If a target is already grappled in a whip at the start of the automata devil's turn, both creatures make opposed Strength (Athletics) checks. If the grappled creature wins, it takes 9 (2d8) piercing damage and remains grappled. If the devil wins, the grappled creature is dragged into the devil's stomach maw, a mass of churning gears, razor teeth, and whirling blades. The creature takes 49 (4d20 + 7) slashing damage and is grappled, and the whip is free to attack again on the devil's next turn. The creature takes another 49 (4d20 +7) slashing damage automatically at the start of each of the automata devil's turns for as long as it remains grappled in the maw. Only one creature can be grappled in the punishing maw at a time. The automata devil can freely "spit out" a creature or corpse during its turn, to free up the maw for another victim.

Fear Aura. Automata devils radiate fear in a 10-foot radius. A creature that starts its turn in the affected area must make a successful **DC 16 Wisdom** saving throw or become frightened. A creature that makes the save successfully cannot be affected by the same automata devil's fear aura again.

Source: *Tome of Beasts OGL*

Bone Swarm

Large swarm of Tiny undead, chaotic evil

Armor class: 17 (natural armor)

Hit points: 198 (36d10)

Speed: walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+4	0	-1	+2	+5
(22)	(18)	(10)	(9)	(15)	(20)

Saving throws: Dex +8 Wis +6 Cha +9

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Void Speech

Challenge rating: 10 (5,900 XP)

Strength of Bone. A bone swarm can choose to deal bludgeoning, piercing, or slashing damage, and adds 1.5x its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab, and slam at the victim.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a human skull. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The bone swarm can attack every hostile creature in its space with swirling bones.

Swirling Bones. Melee Weapon Attack: +10 to hit, reach 0 ft., one creature in the swarm's space. Hit: 31 (5d8 + 9) bludgeoning, piercing, or slashing damage (includes Strength of Bone special ability).

Death's Embrace (Recharge 5-6). Melee Weapon Attack: +10 to hit, reach 0 ft., one creature in the swarm's space. Hit: the target is grappled (escape DC 16) and

enveloped within the swarm's bones. The swarm can force the creature to move at its normal speed wherever the bone swarm wishes. Any non-area attack against the bone swarm has a 50 percent chance of hitting a creature grappled in Death's Embrace instead.

Source: Tome of Beasts OGL

Cave Giant

Huge giant, chaotic evil

Armor class: 16 (natural armor)

Hit points: 200 (16d12+96)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+6	-1	+1	-2
(27)	(10)	(22)	(8)	(13)	(6)

Saving throws: Dex +4 Con +10 Wis +5

Senses: darkvision 120 ft., passive Perception 15

Languages: Giant

Challenge rating: 10 (5,900 XP)

Sunlight Petrification. If the giant starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, it moves at half speed and has disadvantage on attack rolls and ability checks. If the giant is reduced to 0 hp while in sunlight, it is petrified.

Actions

Multiattack. The giant makes three attacks: two with its handaxe and one with its tusks.

Handaxe. Melee Weapon Attack: +12 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 18 (3d6 + 8) slashing damage.

Tusks. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage, and if the target is a Large or smaller creature it must succeed on a DC 20 Strength saving throw or be knocked prone.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Source: *Creature Codex OGL*

Deva

Medium celestial, lawful good

Armor class: 17 (natural armor)

Hit points: 136 (16d8 + 64)

Speed: walk: 30 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+5	+5
(18)	(18)	(18)	(17)	(20)	(20)

Saving throws: Wis +9 Cha +9

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 120 ft., passive Perception 19

Languages: all, telepathy 120 ft.

Challenge rating: 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components: At will: detect evil and good 1/day each: commune, raise dead

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deva makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

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). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Source: *Systems Reference Document*

Doom Golem

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 153 (18d10+54)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+1	+3	-4	0	-5
(24)	(13)	(16)	(3)	(10)	(1)

Damage immunities: cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 10 (5,900 XP)

Fear Aura. Any non-evil creature that starts its turn within 20 feet of the doom golem

Fear Smith

must make a **DC 15 Wisdom** saving throw, unless the doom golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the doom golem's Fear Aura for the next 24 hours.

Luminous Skeleton. The doom golem sheds dim light in a 10-foot radius.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The doom golem makes one bite attack and one doom claw attack.

Doom Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Wind of Boreas (Recharge 5-6). The doom golem releases an arctic wind in a 15-foot radius around itself or in a 30-foot cone. Each creature in that area must make a **DC 16 Constitution** saving throw, taking 38 (11d6) cold damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Fear Smith

Medium fey, chaotic neutral

Armor class: 17 (natural armor)
Hit points: 123 (19d8 + 38)
Speed: walk: 40 ft., climb: 15 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+2	0	+2	+4
(11)	(17)	(14)	(11)	(15)	(18)

Saving throws: Wis +6

Condition immunities: charmed, frightened

Senses: blindsight 30 ft., passive Perception 12

Languages: Common, Elvish, Sylvan
Challenge rating: 10 (5,900 XP)

Distortion Gaze. Those who meet the gaze of the fear smith experience the world seeming to twist at unnatural angles beneath their feet. When a creature that can see the fear smith's eye starts its turn within 30 feet of the fear smith, the creature must make a successful **DC 16 Wisdom** saving throw or become disoriented. While disoriented, the creature falls prone each time it tries to move or take the Dash or Disengage action. To recover from disorientation, a creature must start its turn outside the fear smith's gaze and make a successful **DC 16 Wisdom** saving throw. To use this ability, the fear smith can't be incapacitated and must see the affected creature. A creature that isn't surprised can avert its eyes at the start of its turn to avoid the effect. In that case, no saving throw is necessary but the creature treats the fear smith as invisible until the start of the creature's next turn. If during its turn the creature chooses to look at the fear smith, it must immediately make the saving throw.

Hidden Eye. The fear smith has advantage on saving throws against the blinded condition.

Innate Spellcasting. the fear smith's innate spellcasting ability is Charisma (spell save DC 16). The fear smith can innately cast the following spells, requiring no verbal or material components: at will: detect thoughts, fear2/day each: charm person, command, confusion

Magic Resistance. The fear smith has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fear smith makes three claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., 1 creature. Hit: 16 (2d12 + 3) slashing damage. If the target is disoriented by Distortion Gaze, this attack does an additional 13 (3d8) psychic damage and heals the fear smith by an equal amount.

Heartstopping Stare. The fear smith terrifies a creature within 30 feet with a look. The target must succeed on a DC 16 Wisdom saving throw or be stunned for 1 round and take 13 (3d8) psychic damage and heal the fear smith by an equal amount.

Source: *Tome of Beasts OGL*

Foxfire Ooze

Large ooze, unaligned

Armor class: 9
 Hit points: 126 (12d10+60)
 Speed: climb: 20 ft., fly: 10 ft., hover: True ft., swim: 20 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+5	-4	-2	-5
(19)	(8)	(20)	(2)	(6)	(1)

Damage immunities: acid, fire, lightning
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, prone
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8
Challenge rating: 10 (5,900 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Lightning Storm. A creature that touches the ooze while wearing metal or hits it with a melee attack with a metal weapon takes 9 (2d8) lightning damage and triggers a lightning storm. All creatures within 20 feet of the ooze that are holding or wearing metal must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) lightning damage.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The foxfire ooze makes three pseudopod attacks.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage plus 4 (1d8) lightning damage.

Source: *Creature Codex OGL*

Grave Behemoth

Huge undead, neutral evil

Armor class: 9
 Hit points: 210 (20d12+80)
 Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+4	+1	0	-1
(22)	(8)	(19)	(13)	(10)	(8)

Saving throws: Con +8 Wis +4
Damage immunities: poison
Condition immunities: charmed, frightened, poisoned
Senses: darkvision 60 ft., passive Perception 10
Challenge rating: 10 (5,900 XP)

Fleshbag. The behemoth starts with two arms and two legs. If it loses one arm, it can't multiattack. If it loses both arms, it can't slam. If it loses one leg, its speed is halved. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

Flesh Wound. At the end of any turn in which the behemoth took at least 30 damage, roll a d8. On a 1, it loses an arm. On a 2, it loses a leg. In addition, 2 (1d4) zombies fall prone in unoccupied spaces within 10 feet of the behemoth, spilling from the wound.

Turning Defiance. The grave behemoth and any zombies within 30 feet of it have advantage on saving throws against effects that turn undead.

Zombie Keeper. Zombies created by a grave behemoth's Flesh Wound and Hurl Flesh share a telepathic link with it, are under its control, are immune to necrotic damage, and act immediately and on the grave behemoth's initiative.

Actions

Multiattack. The grave behemoth makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Gorge. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 25 (3d12 + 6) piercing damage plus 14 (4d6) necrotic damage.

Hurl Flesh (Recharge 5-6). The grave behemoth vomits putrid flesh and 5 (2d4) zombies in a 30-foot cone. Each creature in that area must make a **DC 16 Dexterity** saving throw. On a failure, a target takes 38 (11d6) necrotic damage and is covered in rotting slime for 1 minute. On a success, a target takes half the necrotic damage and isn't covered in slime. A creature,

including the target, can take an action to clean off the slime. Zombies under the grave behemoth's control have advantage on attack rolls against creatures covered in a grave behemoth's slime.

Source: *Creature Codex OGL*

Guardian Naga

Large monstrosity, lawful good

Armor class: 18 (natural armor)

Hit points: 127 (15d10 + 45)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+3	+4	+4
(19)	(18)	(16)	(16)	(19)	(18)

Saving throws: Dex +8 Con +7 Int +7 Wis +8 Cha +8

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: Celestial, Common

Challenge rating: 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

- Cantrips (at will): mending, sacred flame, thaumaturgy
- 1st level (4 slots): command, cure wounds, shield of faith
- 2nd level (3 slots): calm emotions, hold person
- 3rd level (3 slots): bestow curse, clairvoyance

- 4th level (3 slots): banishment, freedom of movement
- 5th level (2 slots): flame strike, geas
- 6th level (1 slot): true seeing

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a **DC 15 Constitution** saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a **DC 15 Constitution** saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Hundun

Large celestial, chaotic good

Armor class: 18 (natural armor)
 Hit points: 153 (18d10 + 54)
 Speed: walk: 40 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	-3	+5	+4
(20)	(14)	(16)	(4)	(20)	(18)

Saving throws: Con +7 Wis +9 Cha +8
Damage immunities: acid, psychic
Condition immunities: blinded, charmed, deafened, exhaustion, frightened, stunned, unconscious
Senses: blindsight 60 ft., passive Perception 20
Languages: understands Celestial and Primordial, but cannot speak intelligibly
Challenge rating: 10 (5,900 XP)

Brainless. Hunduns are immune to any spell or effect that allows an Intelligence, Wisdom, or Charisma saving throw. Trying to contact or read a Hundun's

mind confuses the caster as the spell for 1 round.

Dance of Creation. Hunduns can perform an act of magical creation almost unlimited in scope every 1d8 days. The effect is equivalent to a wish spell, but it must create something.

Enlightening Befuddlement. when a hundun's confusion spell affects a target, it can elect to use the following table rather than the standard one:

1d100 Result

01-10 Inspired: Advantage on attack rolls, ability checks, and saving throws

11-20 Distracted: Disadvantage on attack rolls, ability checks, and saving throws

21-50 Incoherent: The target does nothing but babble or scribble incoherent notes on a new idea

51-75 Obsessed: Target is recipient of geas to create a quality magical object

76-100 Suggestible: Target receives a suggestion from the hundun

Innate Spellcasting. the hundun's innate spellcasting ability is Wisdom (spell save DC 17). It can cast the following spells, requiring no material components:

constant: confusion (always centered on the hundun), detect thoughts

at will: create or destroy water, dancing lights, mending, prestidigitation

3/day each: compulsion, dimension door, black tentacles, irresistible dance

1/day each: awaken, creation, heroes' feast, magnificent mansion, plant growth, reincarnate, stone shape

Magic Weapons. The hundun's weapon attacks are magical.

Actions

Incinis

Multiattack. The hundun makes four slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Source: *Tome of Beasts OGL*

Incinis

Large elemental, neutral evil

Armor class: 17 (natural armor)

Hit points: 171 (18d10+72)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+4	0	+3	0
(12)	(20)	(18)	(10)	(16)	(10)

Damage immunities: fire, poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Ignan

Challenge rating: 10 (5,900 XP)

Magma Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage and must succeed on a DC 16 **Strength** saving throw or the weapon becomes stuck in the elemental. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. Until the grapple ends, the wielder takes 5 (1d10) fire damage at the start of each of its turns. To end the grapple, the wielder can release the weapon or pull it free by taking an action to make a DC 16 **Strength** check and succeeding.

Actions

Multiattack. The incinis makes two magma fist attacks.

Magma Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 14 (2d8 + 5) bludgeoning damage and 9 (2d8) fire damage.

Wave of Magma (Recharge 5-6). The incinis transforms into a wave of magma, moving up to its speed in a straight line. Each creature in the path where the incinis moves must make a DC 17 **Dexterity** saving throw. On a failure, a target takes 21 (6d6) fire damage and, if it is a Large or smaller creature, it is pushed ahead of the incinis and knocked prone in an unoccupied space within 5 feet of where the incinis ends its movement. On a success, a target takes half the damage and is neither pushed nor knocked prone.

Source: *Creature Codex OGL*

Lamassu

Large celestial, lawful good

Armor class: 17 (natural armor)

Hit points: 147 (14d10+70)

Speed: fly: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+5	+3	+4	+3
(18)	(14)	(20)	(17)	(18)	(16)

Saving throws: Dex +6 Con +9 Wis +8 Cha +7

Condition immunities: charmed, exhaustion, frightened

Senses: truesight 60 ft., passive Perception 18

Languages: all, telepathy 120 ft.

Challenge rating: 10 (5,900 XP)

Magic Resistance. The lamassu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The lamassu's weapon attacks are magical.

Pounce. If the lamassu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 16 Strength** saving throw or be knocked prone. If the target is prone, the lamassu can make one claw attack against it as a bonus action.

Innate Spellcasting. The lamassu's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components: At will: detect evil and good, mage hand, magic circle, sacred flame, unseen servant 3/day each: bless, calm emotions, command, dimension door, invisibility, thunderwave 1/day each: banishment, flame strike, glyph of warding

Actions

Multiattack. The lamassu makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The lamassu touches a creature. The target magically regains 22 (5d8) hp and is cured of any curses or diseases and of any poisoned, blinded, or deafened conditions afflicting it.

Legendary actions

Detect. The lamassu makes a Wisdom (Perception) check.

Claw Attack. The lamassu makes one claw attack.

Wing Attack (Costs 2 Actions). The lamassu beats its wings. Each creature within 10 feet of it must succeed on a **DC 16 Dexterity** saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The lamassu can then fly up to its flying speed.

Source: *Creature Codex OGL*

Nightgaunt

Large aberration, lawful evil

Armor class: 17 (natural armor)

Hit points: 142 (15d10+60)

Speed: fly: 60 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+3 (17)	+4 (18)	-3 (4)	+3 (16)	+3 (16)

Saving throws: Str +8 Con +8 Wis +7 Cha +7

Condition immunities: blinded, frightened

Senses: blindsight 120 ft., passive Perception 17

Languages: understands Common, Abyssal, and Void Speech, but can't speak

Challenge rating: 10 (5,900 XP)

Flyby. The nightgaunt doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Pack Tactics. The nightgaunt has advantage on attack rolls against a creature if at least one of the nightgaunt's allies is within 5 feet of the creature and the ally isn't incapacitated.

Magic Resistance. The nightgaunt has advantage on saving throws against spells and other magical effects.

Utterly Silent. The nightgaunt doesn't make a sound and has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The nightgaunt can use its Baneful Presence. It then makes three attacks: two with its clutching claws and one with its barbed tail. If the nightgaunt is grappling a creature, it can use its barbed tail one additional time.

Clutching Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained. The nightgaunt has two claws, each of which can grapple only one target. While using a claw to grapple, the nightgaunt can't use that claw to attack.

Barbed Tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Baneful Presence. Each creature of the nightgaunt's choice that is within 30 feet of the nightgaunt and aware of it must succeed on a DC 16 Wisdom saving throw or have disadvantage on all attack rolls and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nightgaunt's Baneful Presence for the next 24 hours.

Source: *Creature Codex OGL*

Rubezahl

Medium fiend, chaotic evil

Armor class: 15 (natural armor)

Hit points: 110 (17d8 + 34)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	0	+1	+4
(20)	(15)	(14)	(11)	(12)	(18)

Saving throws: Dex +6 Con +6 Wis +5

Damage immunities: lightning, thunder, poison

Condition immunities: poisoned, stunned

Senses: blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages: Abyssal, Common, telepathy 120 ft.

Challenge rating: 10 (5,900 XP)

Counting Compulsion. If a creature uses an action to point out an ordered group of objects to the rubezahl, the demon is compelled to count the entire group. Until the end of its next turn, the rubezahl has disadvantage on attack rolls and ability checks and it can't take reactions. Once it has counted a given group of objects, it can't be compelled to count those objects ever again.

False Tongue. The rubezahl has advantage on Charisma (Deception) checks, and magical attempts to discern lies always report that the rubezahl's words are true.

Innate Spellcasting. the rubezahl's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: disguise self (humanoid forms only), fog cloud

3/day each: call lightning, gust of wind, lightning bolt

1/day: control weather

Sneak Attack (1/turn). The rubezahl does an extra 10 (3d6) damage if it hits a target with a weapon attack when it had advantage on the attack roll, or if the target is within 5 feet of an ally of the rubezahl that isn't incapacitated and the rubezahl doesn't have disadvantage on the attack roll.

Actions

Multiattack. The rubezahl makes one gore attack and two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage and a target creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Thunderstrike (Recharge 5-6). The rubezahl calls a sizzling bolt of lightning out of the sky, or from the air if underground or indoors, to strike a point the rubezahl can see within 150 feet. All creatures within 20 feet of the target point take 36 (8d8) lightning damage, or half damage with a successful DC 16 Dexterity saving throw. A creature that fails its saving throw is stunned until the start of the rubezahl's next turn.

Source: *Tome of Beasts OGL*

Salt Golem

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 110 (11d10 + 55)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+5	-4	0	-5
(20)	(9)	(20)	(3)	(11)	(1)

Damage immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 10 (5,900 XP)

Blinding Salt Spray. Any time the golem is hit in combat, thousands of tiny salt crystals erupt from its body. All creatures within 5 feet of the golem must succeed on a DC 17 Dexterity saving throw or become blinded for 1d3 rounds.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 27 (5d8 + 5) bludgeoning damage and the target must make a successful DC 17 Constitution saving throw or gain one level of exhaustion.

Source: *Tome of Beasts OGL*

Sathaq Worm

Huge elemental, neutral evil

Armor class: 16 (natural armor)

Hit points: 172 (15d12 + 75)

Speed: walk: 20 ft., burrow: 20 ft., swim: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-2	+5	-3	+1	-1
(22)	(6)	(20)	(5)	(12)	(9)

Damage immunities: acid, poison

Condition immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: tremorsense 60 ft., passive Perception 15

Languages: understands Deep Speech and Terran, but can't speak

Challenge rating: 10 (5,900 XP)

Agonizing Aura. The sathaq worms' presence induces pain in creatures native to the Material Plane. Any creature that starts its turn within 30 feet of the sathaq worm must make a DC 17 Fortitude saving throw. On a failed save, the creature is poisoned until the start of its next turn. If a creature's saving throw succeeds, it is immune to the sathaq worm's Agonizing Aura for the next 24 hours.

Stone Golem

Earth Glide. The sathaq worm can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The sathaq worm deals double damage to objects and structures.

Earthen Camouflage. The sathaq worm's stealth bonus is increased to +6 in sand, mud, or dirt.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a **DC 18 Dexterity** saving throw or be swallowed by the sathaq worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 7 (2d6) bludgeoning damage plus 7 (2d6) slashing damage plus 7 (2d6) acid damage at the start of each of the sathaq worm's turns. The sathaq worm can have only one creature swallowed at a time. If the sathaq worm takes 20 damage or more on a single turn from a creature inside it, the sathaq worm must succeed on a **DC 15 Constitution** saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the sathaq worm. If the sathaq worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Source: *Tome of Beasts OGL*

Stone Golem

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 178 (17d10 + 85)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+5	-4	0	-5
(22)	(9)	(20)	(3)	(11)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 ft. of it. Each target must make a **DC 17 Wisdom** saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

Thuellai

Huge elemental, chaotic neutral

Armor class: 17

Hit points: 149 (13d12 + 65)

Speed: hover: True ft., walk: 0 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+7	+5	0	0	+2
(22)	(24)	(20)	(10)	(11)	(14)

Saving throws: Int +4 Wis +4 Cha +6

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Dwarvish, Primordial

Challenge rating: 10 (5,900 XP)

Air Mastery. Airborne creatures have disadvantage on attack rolls against the thuellai.

Snow Vision. The thuellai see perfectly well in snowy conditions. It does not suffer Wisdom (Perception) penalties from snow, whiteout, or snow blindness.

Actions

Multiattack. The thuellai makes two claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) slashing damage plus 26 (4d12) cold damage. If the target is wearing metal armor, it must make a successful **DC 17 Constitution** saving throw or gain one level of exhaustion.

Freezing Breath (Recharge 5-6). The thuellai exhales an icy blast in a 40-foot cone. Each target in the area takes 39 (6d12) cold damage, or half damage with a successful **DC 17 Constitution** saving throw.

Algid Aura. All creatures within 10 feet of a thuellai take 7 (2d6) cold damage at the beginning of the thuellai's turn. Spells or magical effects that protect against cold are affected as if by a dispel magic spell (the thuellai's effective spellcasting bonus is +5) if a thuellai is within 20 feet of the target at the start of the thuellai's turn, and nonmagical flames within 20 feet of the thuellai are extinguished at the start of its turn.

Howl of the Maddening Wind (3/day). a thuellai's howl can cause creatures to temporarily lose their minds and even to attack themselves or their companions. Each target within 100 feet of the thuellai and able to hear the howl must make a successful **DC 14 Wisdom** saving throw or roll **1d8** and consult the table below at the start of its next turn. An affected creature repeats the saving throw at the end of each of its turns; a success ends the effect on itself, but a failure means it must roll again on the table below at the start of its next turn.

1 - Act normally

2-4 - Do nothing but babble incoherently

5-6 - Do **1d8** damage + Str modifier to self with item in hand

7-8 - Attack nearest target; select randomly if more than one

Blizzard (1/Day). The thuellai creates an icy blizzard in the area around it. A 50-foot radius sphere surrounding the thuellai fills with icy fog, whirling snow, and driving ice crystals. Vision is lightly obscured, and creatures have disadvantage on Wisdom (Perception) checks that rely on vision or hearing. The ground in the affected area becomes difficult terrain. The effect lasts for 10 minutes and moves with the thuellai.

Source: Tome of Beasts OGL

Vampire Patrician

Medium undead, lawful evil

Armor class: 16 (natural armor)

Hit points: 119 (14d8+56)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+4	+3	+1	+5
(15)	(18)	(18)	(16)	(13)	(20)

Saving throws: Dex +8 Wis +5 Cha +9

Senses: darkvision 120 ft., passive Perception 15

Languages: the languages it knew in life

Challenge rating: 10 (5,900 XP)

Cruel Combatant. A melee weapon deals one extra die of its damage and an extra 3 (1d6) necrotic damage when the vampire patrician hits with it (included in the attack).

Misty Escape. When it drops to 0 hp outside its resting place, the vampire patrician transforms into a cloud of mist instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hp in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed.

While in mist form it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Once in its resting place, it reverts to vampire form. It is then paralyzed until it regains at least 1 hp. After spending 1 hour in its resting place with 0 hp, it regains 1 hp.

Noble Resilience (Recharges after a Long Rest).

The vampire patrician can ignore the effects of sunlight for up to 1 minute.

Regeneration. The patrician regains 15 hp at the start of its turn if it has at least 1 hp and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. The vampire patrician can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire patrician has the following flaws: **Forbiddance.** The patrician can't enter a residence without an invitation from one of the occupants. **Harmed by Running Water.** The patrician takes 20 acid damage if it ends its turn in running water. **Stake to the Heart.** If a piercing weapon made of wood is driven into the patrician's heart while the patrician is incapacitated in its resting place, the patrician is paralyzed until the stake is removed. **Sunlight Hypersensitivity.** The patrician takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire patrician can use its Bone-Chilling Gaze. It then makes two attacks, only one of which can be a bite attack.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage plus 3 (1d6) necrotic damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire patrician, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is

reduced by an amount equal to the necrotic damage taken, and the patrician regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire patrician's control.

Bone-Chilling Gaze. The vampire patrician targets one humanoid it can see within 30 feet. If the target can see the patrician, the target must succeed on a **DC 17 Charisma** saving throw or become paralyzed with fear until the end of its next turn.

Release the Hounds! (1/Day). The vampire patrician calls **4d6** hunting hounds (use mastiff statistics) to its side. While outdoors, the vampire patrician can call **4d6** hunting raptors (use blood hawk statistics) instead. These creatures arrive in **1d4** rounds, helping the patrician and obeying its spoken commands. The beasts remain for 1 hour, until the patrician dies, or until the patrician dismisses them as a bonus action.

Source: *Creature Codex OGL*

Young Gold Dragon

Large dragon, lawful good

Armor class: 18 (natural armor)
Hit points: 178 (**17d10 + 85**)
Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+3	+1	+5
(23)	(14)	(21)	(16)	(13)	(20)

Saving throws: Dex +6 Con +9 Wis +5 Cha +9

Damage immunities: fire

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages: Common, Draconic

Challenge rating: 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (**2d10 + 6**) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (**2d6 + 6**) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a **DC 17 Dexterity** saving throw, taking **55 (10d10)** fire damage on a failed save, or half as much damage on a successful one.
Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a **DC 17 Strength** saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Systems Reference Document*

Young Red Dragon

Large dragon, chaotic evil

Armor class: 18 (natural armor)
Hit points: 178 (**17d10 + 85**)
Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+2	0	+4
(23)	(10)	(21)	(14)	(11)	(19)

Saving throws: Dex +4 Con +9 Wis +4 Cha +8

Damage immunities: fire

Young Red Dragon

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages: Common, Draconic

Challenge rating: 10 (5,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a **DC 17 Dexterity** saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Challenge II

Abominable Beauty

Medium fey, neutral evil

Armor class: 18 (natural armor)

Hit points: 187 (22d8 + 88)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+4	+3	+3	+8
(17)	(18)	(18)	(17)	(16)	(26)

Saving throws: Dex +8 Con +8 Cha +12

Damage immunities: fire

Senses: passive Perception \$1

Languages: Common, Draconic, Elven, Sylvan

Challenge rating: 11 (7,200 XP)

Burning Touch. The abominable beauty's slam attacks do 28 (8d6) fire damage. A creature who touches her also takes 28 (8d6) fire damage.

Actions

Multiattack. The abominable beauty makes two slam attacks.

Slam. +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) damage plus 28 (8d6) fire damage.

Blinding Gaze (Recharge 5-6). A creature within 30 feet of the abominable beauty who is targeted by this attack and who meets the abominable beauty's gaze must succeed on a **DC 17 Charisma** saving throw or be blinded. If the saving throw succeeds, the target creature is permanently immune to this abominable beauty's Blinding Gaze.

Deafening Voice (Recharge 5-6). An abominable beauty's voice is lovely, but any creature within 90 feet and able to hear her when she makes her Deafening Voice attack must succeed on a **DC 16 Constitution** saving throw or be permanently deafened.

Source: Tome of Beasts OGL

Baba Yaga's Horsemen, Black Night

Medium fey, lawful neutral

Armor class: 20 (plate and shield)

Hit points: 171 (18d8 + 90)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+3	+4	+4
(22)	(11)	(21)	(16)	(18)	(18)

Saving throws: Dex +4 Wis +8

Damage immunities: cold, lightning, poison

Condition immunities: exhaustion, paralyzed, poisoned

Senses: passive Perception \$1

Languages: Celestial, Common, Infernal; telepathy 100 ft.

Challenge rating: 11 (7,200 XP)

Black Night. The horseman can see perfectly in normal and magical darkness

Innate Spellcasting. the horseman is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: ray of frost

1/day each: dimension door, fire shield, haste, slow

2/day: darkness

3/day each: ethereal jaunt, phantom steed (appears as a horse colored appropriately to the horseman), plane shift (self and steed only)

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Peerless Rider. Any attacks directed at the horseman's mount targets the horseman instead. Its mount gains the benefit of the rider's damage and condition immunities,

and if the horseman passes a saving throw against an area effect, the mount takes no damage.

Quick Draw. The horseman can switch between wielding its lance and longsword as a bonus action.

Actions

Multiattack. The horseman makes three attacks with its lance or longsword. It can use Temporal Strike with one of these attacks when it is available.

Lance. Melee Weapon Attack: +10 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. Hit: 12 (1d12 + 6) piercing damage.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Temporal Strike (recharge 5-6). When the horseman strikes a target with a melee attack, in addition to taking normal damage, the target must succeed on a DC 17 Constitution saving throw or instantly age 3d10 years. A creature that ages this way has disadvantage on attack rolls, ability checks, and saving throws based on Strength, Dexterity, and Constitution until the aging is reversed. A creature that ages beyond its lifespan dies immediately. The aging reverses automatically after 24 hours, or it can be reversed magically by greater restoration or comparable magic. A creature that succeeds on the save is immune to the temporal strike effect for 24 hours.

Source: *Tome of Beasts OGL*

Baba Yaga's Horsemen, Bright Day

Medium fey, lawful neutral

Armor class: 20 (plate and shield)

Hit points: 171 (18d8 + 90)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+3	+4	+4
(22)	(11)	(21)	(16)	(18)	(18)

Saving throws: Dex +4 Wis +8

Damage immunities: lightning, poison

Condition immunities: exhaustion, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 18

Languages: Celestial, Common, Infernal; telepathy 100 ft.

Challenge rating: 11 (7,200 XP)

Innate Spellcasting. the horseman is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: sacred flame

1/day each: dimension door, fire shield, haste, slow

2/day: daylight

3/day each: ethereal jaunt, phantom steed (appears as a horse colored appropriately to the horseman), plane shift (self and steed only)

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Peerless Rider. Any attacks directed at the horseman's mount targets the horseman instead. Its mount gains the benefit of the rider's damage and condition immunities, and if the horseman passes a saving throw against an area effect, the mount takes no damage.

Quick Draw. The horseman can switch between wielding its lance and longsword as a bonus action.

Actions

Multiattack. The horseman makes three attacks with its lance or longsword. It can

Baba Yaga's Horsemen, Red Sun

use Temporal Strike with one of these attacks when it is available.

Lance. Melee Weapon Attack: +10 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. Hit: 12 (1d12 + 6) piercing damage.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Temporal Strike (recharge 5-6). When the horseman strikes a target with a melee attack, in addition to taking normal damage, the target must succeed on a DC 17 Constitution saving throw or instantly age 3d10 years. A creature that ages this way has disadvantage on attack rolls, ability checks, and saving throws based on Strength, Dexterity, and Constitution until the aging is reversed. A creature that ages beyond its lifespan dies immediately. The aging reverses automatically after 24 hours, or it can be reversed magically by greater restoration or comparable magic. A creature that succeeds on the save is immune to the temporal strike effect for 24 hours.

Source: *Tome of Beasts OGL*

Baba Yaga's Horsemen, Red Sun

Medium fey, lawful neutral

Armor class: 20 (plate and shield)

Hit points: 171 (18d8 + 90)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+3	+4	+4
(22)	(11)	(21)	(16)	(18)	(18)

Saving throws: Dex +4 Wis +8

Damage immunities: fire, lightning, poison

Condition immunities: blinded, charmed, exhaustion, frightened, paralyzed, poisoned

Senses: passive Perception 51

Languages: Celestial, Common, Infernal;

telepathy 100 ft.

Challenge rating: 11 (7,200 XP)

Innate Spellcasting. the horseman is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: dimension door, fire shield, haste, slow

2/day each: continual flame, scorching ray

3/day each: ethereal jaunt, phantom steed (appears as a horse colored appropriately to the horseman), plane shift (self and steed only)

Magic Resistance. The horseman has advantage on saving throws against spells and other magical effects.

Peerless Rider. Any attacks directed at the horseman's mount targets the horseman instead. Its mount gains the benefit of the rider's damage and condition immunities, and if the horseman passes a saving throw against an area effect, the mount takes no damage.

Quick Draw. The horseman can switch between wielding its lance and longsword as a bonus action.

Actions

Multiattack. The horseman makes three attacks with its lance or longsword. It can use Temporal Strike with one of these attacks when it is available.

Lance. Melee Weapon Attack: +10 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. Hit: 12 (1d12 + 6) piercing damage.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Temporal Strike (recharge 5-6). When the horseman strikes a target with a melee attack, in addition to taking normal

damage, the target must succeed on a DC 17 **Constitution** saving throw or instantly age 3d10 years. A creature that ages this way has disadvantage on attack rolls, ability checks, and saving throws based on Strength, Dexterity, and Constitution until the aging is reversed. A creature that ages beyond its lifespan dies immediately. The aging reverses automatically after 24 hours, or it can be reversed magically by greater restoration or comparable magic. A creature that succeeds on the save is immune to the temporal strike effect for 24 hours.

Source: *Tome of Beasts OGL*

Behir

Huge monstrosity, neutral evil

Armor class: 17 (natural armor)

Hit points: 168 (16d12 + 64)

Speed: walk: 50 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+4	-2	+2	+1
(23)	(16)	(18)	(7)	(14)	(12)

Damage immunities: lightning

Senses: darkvision 90 ft., passive

Perception 16

Languages: Draconic

Challenge rating: 11 (7,200 XP)

Actions

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 20 ft. long and 5 ft. wide. Each creature in that line must make a DC 16 **Dexterity** saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

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) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time. If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 **Constitution** saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 ft. of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

Source: *Systems Reference Document*

Berstuc

Large fiend, chaotic evil

Armor class: 18 (natural armor)

Hit points: 157 (15d10 + 75)

Speed: walk: 40 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+1	+2	+4
(22)	(10)	(20)	(12)	(14)	(19)

Saving throws: Str +10 Wis +6 Cha +8

Damage immunities: lightning, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 12

Languages: Abyssal, Common, Sylvan; telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Blood Hag

False Presence. The berstuc counts as a fey for purposes of spells and magical effects that detect otherworldly creatures. Beasts and plants are comfortable around the berstuc and will not attack it unless ordered to or provoked.

Magic Resistance. The berstuc has advantage on saving throws against spells and other magical effects.

Twisted Path. The berstuc leaves no path through natural terrain and can't be tracked with skill checks or other natural means. Creatures that travel with it can't retrace their own trails, and they become hopelessly lost after 1 hour of travel. Creatures led astray by a berstuc have disadvantage on attempts to discern their location or to navigate for 24 hours.

Forest Camouflage. The berstuc's stealth bonus is increased to +8 in forest terrain.

Actions

Multiattack. The berstuc makes three slam attacks and Absorbs once.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 16).

Absorb. The berstuc draws a Medium or smaller creature it has grappled into its body. An absorbed creature is no longer grappled but is blinded and restrained, has total cover from attacks and other effects from outside the berstuc, and takes 14 (2d8 + 5) piercing damage plus 27 (5d10) poison damage at the start of each of the berstuc's turns. The berstuc can hold one absorbed creature at a time. If the berstuc takes 20 damage or more on a single turn from a creature inside it, the berstuc must succeed on a **DC 17 Constitution** saving throw or expel the absorbed creature, which falls prone within 5 feet of the berstuc. If the berstuc dies, an absorbed creature is no longer restrained and can

escape from the corpse by using 5 feet of movement, exiting prone.

Source: Tome of Beasts OGL

Blood Hag

Medium fey, chaotic evil

Armor class: 16 (natural armor)

Hit points: 178 (21d8 + 84)

Speed: walk: 30 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+4	+4	+5	+3
(20)	(16)	(18)	(19)	(21)	(17)

Saving throws: Dex +7 Con +8 Cha +7

Condition immunities: charmed, poisoned

Senses: blood sense 90 ft., darkvision 60 ft., passive Perception 19

Languages: Common, Giant, Infernal, Sylvan, Trollkin

Challenge rating: 11 (7,200 XP)

Blood Sense. A blood hag automatically senses the blood of living creatures within 90 feet and can pinpoint their locations within 30 feet.

Innate Spellcasting. the hag's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

at will: disguise self, knock, minor illusion, misty step, pass without trace, protection from evil and good, tongues, water breathing

3/day each: bestow curse, invisibility, mirror image

1/day each: cloudkill, modify memory

Actions

Multiattack. The blood hag makes two claw attacks and one blood-drinking hair attack.

Blood-Drinking Hair. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage and a Medium or smaller target is grappled (escape DC 15). A grappled creature takes 13 (2d8 + 3) necrotic damage at the start of the hag's turns, and the hag heals half as many hit points. The hag gains excess healing as temporary hit points. The hag can grapple one or two creatures at a time. Also see Face Peel.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Call the Blood. The blood hag targets a living creature within 30 feet that she detects with her blood sense and makes the target bleed uncontrollably. The target must make a successful DC 16 **Constitution** saving throw or suffer one of the effects listed below. A target that saves successfully cannot be affected by this hag's ability again for 24 hours.

1. **Blood Choke Curse.** The target's mouth fills with blood, preventing any speech or spellcasting with verbal components for 1 minute.

2. **Blood Eye.** The target's eyes well up with bloody tears. The target is blinded for 1 minute.

3. **Heart Like Thunder.** The target hears only the rushing of blood and their thumping heart. They are deaf for 1 minute.

4. **Rupturing Arteries.** The victim suffers 7 (2d6) slashing damage as its veins and arteries burst open. The target repeats the saving throw at the beginning of each of its turns. It takes 3 (1d6) necrotic damage if the saving throw fails, but the effect ends on a successful save.

Face Peel. The blood hag peels the face off one grappled foe. The target must make a DC 17 **Dexterity** saving throw. If the saving throw fails, the face is torn off; the target takes 38 (8d6 + 10) slashing damage and is

stunned until the start of the hag's next turn. If the save succeeds, the target takes half damage and isn't stunned. Heal, regeneration, or comparable magic restores the stolen features; other curative magic forms a mass of scar tissue. The peeled-off face is a tiny, animated object (per the spell-20 HP, AC 18, no attack, Str 4, Dex 18) under the hag's control. It retains the former owner's memories and personality. Blood hags keep such faces as trophies, but they can also wear someone's face to gain advantage on Charisma (Deception) checks made to imitate the face's former owner.

Source: Tome of Beasts OGL

Buraq

Medium celestial, lawful good

Armor class: 17

Hit points: 152 (16d8 + 80)

Speed: walk: 60 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+5	+4	+4	+5
(15)	(18)	(20)	(18)	(18)	(20)

Saving throws: Con +9 Wis +8 Cha +9

Condition immunities: charmed, exhaustion, frightened

Senses: truesight 120 ft., passive Perception 14

Languages: Celestial, Common, Primordial, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Angelic Weapons. The buraq's attacks are magical. When the buraq hits with its hooves, it deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. the buraq's innate spellcasting ability is Charisma (spell save DC 17). The buraq can innately cast the following spells, requiring no components:

at will: comprehend languages, detect evil and good, holy aura, pass without trace

Chain Devil

3/day each: haste, longstrider

1/day each: plane shift, wind walk

Magic Resistance. The buraq has advantage on saving throws against spells and other magical effects.

Night Journey. When outdoors at night, a buraq's vision is not limited by nonmagical darkness. Once per month, the buraq can declare it is on a night journey; for the next 24 hours, it can use its Teleport once per round. Its destination must always be in an area of nonmagical darkness within its line of sight. At any point during the night journey, as a bonus action, the buraq can return itself and its rider to the location where it began the night journey.

Actions

Multiattack. The buraq makes two attacks with its hooves.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Teleport (1/Day). The buraq magically teleports itself and its rider, along with any equipment it is wearing or carrying, to a location the buraq is familiar with, up to 1 mile away.

Source: Tome of Beasts OGL

Chain Devil

Medium fiend, lawful evil

Armor class: 16 (natural armor)

Hit points: 85 (10d8 + 40)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	0	+1	+2
(18)	(15)	(18)	(11)	(12)	(14)

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 8

Languages: Infernal, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Source: Systems Reference Document

Corpse Mound

Huge undead, neutral evil

Armor class: 16 (natural armor)

Hit points: 207 (18d12 + 90)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+5	-1	0	-1
(24)	(11)	(21)	(8)	(10)	(8)

Saving throws: Con +9 Int +3 Wis +4

Damage immunities: poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: darkvision 60 ft., passive

Perception 10

Languages: Understands Common but can't speak

Challenge rating: 11 (7,200 XP)

Absorb the Dead. Whenever a Small or larger non-undead creature dies within 20 feet of the corpse mound, that creature's remains join its form and the corpse mound regains 10 hit points.

Noxious Aura. Creatures that are within 20 feet of the corpse mound at the end of its turn must succeed on a **DC 17**

Constitution saving throw or become poisoned until the end of their next turn. On a successful saving throw, the creature is immune to the Noxious Aura for 24 hours.

Zombie Drop. At the start of the corpse mound's turn during combat, one corpse falls from the mound onto the ground and immediately rises as a zombie under its control. Up to 10 such zombies can be active at one time. Zombies take their turns immediately after the corpse mound's turn.

Actions

Multiattack. The corpse mound makes two weapon attacks or uses envelop once.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) bludgeoning damage plus 10 (3d6) necrotic damage and the target is grappled

(escape DC 17). Until this grapple ends, the target is restrained.

Bone Shard. Ranged Weapon Attack: +11 to hit, range 30/120 ft., one target. Hit: 14 (2d6 + 7) piercing damage and 10 (3d6) necrotic damage. When hit, the target must make a successful **DC 17 Strength** check or be knocked prone, pinned to the ground by the shard, and restrained. To end this restraint, the target or a creature adjacent to it must use an action to make a successful **DC 17 Strength** (Athletics) check to remove the shard.

Envelop. The corpse mound makes a slam attack against a restrained creature. If the attack hits, the target takes damage as normal, is pulled 5 feet into the corpse mound's space, and is enveloped, which ends any grappled or prone condition. While enveloped, the creature is blinded and restrained, it has total cover against attacks and other effects outside the corpse mound, and it takes 21 (6d6) necrotic damage at the start of each of the corpse mound's turns. An enveloped creature can escape by using its action to make a successful **DC 17 Strength** saving throw. If the corpse mound takes 30 or more damage on a single turn from the enveloped creature, it must succeed on a **DC 17 Constitution** saving throw at the end of that turn or expel the creature, which falls prone in a space within 10 feet of the corpse mound. If the corpse mound dies, an enveloped creature is no longer restrained by it and can escape by using 10 feet of movement, exiting prone. A corpse mound can envelop up to 4 creatures at once.

Source: Tome of Beasts OGL

Djinni

Large elemental, chaotic good

Armor class: 17 (natural armor)

Hit points: 161 (14d10 + 84)

Speed: walk: 30 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+6	+2	+3	+5
(21)	(15)	(22)	(15)	(16)	(20)

Saving throws: Dex +6 Wis +7 Cha +9

Damage immunities: lightning, thunder

Senses: darkvision 120 ft., passive

Perception 13

Languages: Auran

Challenge rating: 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: detect evil and good, detect magic, thunderwave 3/day each: create food and water (can create wine instead of water), tongues, wind walk 1/day each: conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift

Variant: Genie Powers. Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises. Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the disguise self spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the true polymorph spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well. **Wishes.** The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A

particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year), and cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence. To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the wish spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

Actions

Multiattack. The djinni makes three scimitar attacks.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

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). Any creature but the djinni that enters the whirlwind must succeed on a **DC 18 Strength** saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a **DC 18 Strength** check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Source: Systems Reference Document

Dullahan*Large fey, lawful evil*

Armor class: 17 (natural armor)

Hit points: 178 (17d10 + 85)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+5	+1	+2	+3
(19)	(18)	(20)	(13)	(15)	(17)

Damage immunities: necrotic**Condition immunities:** charmed, frightened, exhaustion**Senses:** blindsight 60 ft., passive Perception 16**Languages:** Common, Elvish, Sylvan**Challenge rating:** 11 (7,200 XP)

Baleful Glare. When a creature that can see the eyes of the dullahan's severed head starts its turn within 30 feet of the dullahan, the dullahan can force it to make a **DC 15 Wisdom** saving throw if the dullahan isn't incapacitated and can see the creature. On a failed save, the creature is frightened until the start of its next turn. While frightened in this way the creature must move away from the dullahan, and can only use its action to Dash. If the creature is affected by the dullahan's Deathly Doom trait, it is restrained while frightened instead. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dullahan until the start of its next turn, when it can avert its eyes again. If the creature looks at the dullahan in the meantime, it must immediately make the save.

Deathly Doom (1/Day). As a bonus action, the dullahan magically dooms a creature. The dullahan knows the direction to the doomed creature as long as it is on the same plane.

Innate Spellcasting. the dullahan's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The dullahan can innately cast the following

spells, requiring no material or somatic components:

at will: bane, chill touch, hex, knock

3/day each: false life, see invisibility

1/day: blight

Relentless Advance. The dullahan is unaffected by difficult terrain, and can ride over water and other liquid surfaces.

Actions

Multiattack. The dullahan makes two attacks with its spine whip.

Spine Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage plus 10 (3d10) necrotic damage. If the target is a creature it must make a **DC 15 Constitution** saving throw or be wracked with pain and fall prone.

Seal the Doom. The dullahan points at a creature marked by Deathly Doom within 40 feet than it can see. The creature must succeed at a **DC 15 Constitution** saving throw against this magic or immediately drop to 0 hit points. A creature that successfully saves is immune to this effect for 24 hours.

*Source: Tome of Beasts OGL***Ecstatic Bloom***Huge celestial, neutral good*

Armor class: 15 (natural armor)

Hit points: 171 (18d12+54)

Speed: walk: 10 ft.

STR	DEX	CON	INT	WIS	CHA
0	-1	+3	+5	+4	+2
(10)	(9)	(16)	(20)	(19)	(14)

Saving throws: Int +9 Wis +9**Damage immunities:** radiant**Condition immunities:** charmed, frightened

Senses: truesight 120 ft. (blind beyond this radius), passive Perception 19
Languages: all, telepathy 120 ft.
Challenge rating: 11 (7,200 XP)

Aura of Life. When an undead creature starts its turn within 30 feet of the bloom, it must succeed on a **DC 17 Wisdom** saving throw or be turned until the end of its next turn.

Blessed Regrowth. At the start of each of the ecstatic bloom's turns, the bloom and each good-aligned creature, including the bloom, within 10 feet of it regains 4 (**1d8**) hp. If the bloom takes fire damage, this trait doesn't function at the start of the bloom's next turn. The ecstatic bloom dies only if it starts its turn with 0 hp and doesn't regain hp from this trait.

Foster the Trees. Alabaster trees within 60 feet of the ecstatic bloom have advantage on all saving throws.

Like Calls to Like. The ecstatic bloom knows if a creature within 120 feet of it is good-aligned or not.

Actions

Multiattack. The ecstatic bloom makes three gilded beam attacks.

Gilded Beam. Ranged Spell Attack: +9 to hit, range 150 ft., one target. Hit: 27 (**6d8**) radiant damage.

Castigate (Recharges after a Short or Long Rest). The bloom summons a chorus of booming celestial voices that descend into the minds of nearby creatures. Each creature within 30 feet of the bloom must succeed on a **DC 17 Wisdom** saving throw or be stunned until the end of its next turn. Castigate only affects non-good-aligned creatures with an Intelligence of 5 or higher.

Source: Creature Codex OGL

Efreeti

Large elemental, lawful evil

Armor class: 17 (natural armor)

Hit points: 200 (**16d10 + 112**)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+7	+3	+2	+3
(22)	(12)	(24)	(16)	(15)	(16)

Saving throws: Int +7 Wis +6 Cha +7

Damage immunities: fire

Senses: darkvision 120 ft., passive Perception 12

Languages: Ignan

Challenge rating: 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The efreeti's innate spell casting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: detect magic 3/day: enlarge/reduce, tongues 1/day each: conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire

Variant: Genie Powers. Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises. Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the disguise self spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the true polymorph spell one to three times per day, possibly with a longer duration than normal. Such genies can

change only their own shape, but a rare few can use the spell on other creatures and objects as well. **Wishes.** The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year). and cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence. To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the wish spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Source: Systems Reference Document

Eye Golem

Large construct, unaligned

Armor class: 20 (natural armor)

Hit points: 157 (15d10 + 75)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	-1	+5	-3	0	-5
(22)	(9)	(20)	(5)	(11)	(1)

Damage immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses: truesight 120 ft., passive Perception 18

Languages: understands the language of its creator, but can't speak

Challenge rating: 11 (7,200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Gaze of Ancient Light (Recharge 6). The golem emits a burst of blinding light, affecting all opponents within 30 feet who are visible to it. These creatures must make a successful DC 17 Constitution saving throw or be permanently blinded. All affected creatures, including those that save successfully, are stunned until the end of their next turn.

Primal Voice of Doom (1/Day). The golem intones a disturbing invocation of the sun god. Creatures within 30 feet of the golem must make a successful DC 17 Wisdom saving throw or become frightened Deaf or unhearing creatures are unaffected.

Shoot into the Sun (1 minute/day). When roused for combat, the golem opens many of its eyes, emitting blinding light. All ranged attacks, including ranged spells

Flying Polyp

that require a spell attack roll, are made with disadvantage against the golem. The effect persists as long as the eye golem desires, up to a total of 1 minute (10 rounds) per day.

Source: Tome of Beasts OGL

Flying Polyp

Huge aberration, chaotic evil

Armor class: 17 (natural armor)

Hit points: 171 (18d12+54)

Speed: fly: 60 ft., hover: True ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	+6	+2	+3
(20)	(12)	(17)	(22)	(14)	(16)

Saving throws: Dex +5 Wis +6

Condition immunities: prone

Senses: blindsight 60 ft., passive

Perception 16

Languages: Deep Speech, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Aura of Wind. A creature that starts its turn within 15 feet of the polyp must succeed on a **DC 17 Strength** saving throw or be pushed up to 15 feet away from the polyp.

Incorporeal Movement. The polyp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The polyp has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The polyp's innate spellcasting ability is Intelligence (spell save DC 18). The polyp can innately cast the following spells, requiring no material components: At will: invisibility (self only) 3/day: wind walk 1/day: control weather

Actions

Multiattack. The polyp makes two melee attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and is not affected by the flying polyp's Aura of Wind. The flying polyp can grapple up to two creatures at one time.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target grappled by the polyp. Hit: 18 (3d8 + 5) piercing damage.

Cyclone (Recharge 5-6). Each creature within 30 feet of the polyp must make a **DC 17 Strength** saving throw. On a failure, a creature takes 27 (5d10) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage but isn't knocked prone.

Etherealness. The flying polyp magically enters the Ethereal Plane from the Material Plane, or vice versa.

Source: Creature Codex OGL

Ghost Dragon

Large undead, any alignment

Armor class: 14

Hit points: 126 (23d10)

Speed: fly: 60 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	0	+2	+3	+4
(10)	(19)	(10)	(14)	(16)	(19)

Saving throws: Dex +8 Wis +7

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 120 ft., passive Perception 17

Languages: any languages it knew in life
Challenge rating: 11 (7,200 XP)

Ethereal Sight. The ghost dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The ghost dragon makes one claw attack and one withering bite attack.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Withering Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or take 18 (4d8) necrotic damage.

Etherealness. The ghost dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriifying Breath (Recharge 5-6). The ghost dragon exhales a blast of icy terror in a 30-foot cone. Each living creature in that area must make a DC 16 Wisdom saving throw. On a failure, a creature takes 44 (8d10) psychic damage and is frightened for 1 minute. On a success, it takes half the damage and isn't frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Creature Codex OGL*

Grim Jester

Medium undead, chaotic evil

Armor class: 18 (natural armor)
Hit points: 136 (16d8 + 64)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+6	+4	+3	+3	+5
(14)	(22)	(18)	(16)	(16)	(20)

Saving throws: Dex +10 Con +8 Cha +9

Damage immunities: necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 17

Languages: Abyssal, Celestial, Common, Gnomish, telepathy 60 ft.

Challenge rating: 11 (7,200 XP)

Innate Spellcasting. the jester's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells requiring no components:

at will: disguise self, grease, inflict wounds, magic mouth, misty step

3/day each: contagion, mirror image

1/day each: delayed blast fireball, finger of death, mislead, seeming

Last Laugh. Unless it is destroyed in a manner amusing to the god of death that created it, the grim jester is brought back after 1d20 days in a place of the god's choosing.

Mock the Dying. Death saving throws made within 60 feet of the jester have disadvantage.

Turn Resistance. The jester has advantage on saving throws against any effect that turns undead.

Actions

Joker's Shuffle (recharge 6). The jester forces one Medium or Small humanoid within 60 feet to make a **DC 17 Charisma** saving throw. If the saving throw fails, the jester and the target exchange locations via teleportation and an illusion causes them to swap appearance: the jester looks and sounds like the target, and the target looks and sounds like the jester. The illusion lasts for 1 hour unless it is dismissed earlier by the jester as a bonus action, or dispelled (DC 17).

Killing Joke (recharge 6). The jester performs an ancient, nihilistic joke of necromantic power. This joke has no effect on undead or constructs. All other creatures within 60 feet of the jester must make a **DC 17 Wisdom** saving throw. Those that fail fall prone in a fit of deadly laughter. The laughter lasts **1d4** rounds, during which time the victim is incapacitated and unable to stand up from prone. At the end of its turn each round, an incapacitated victim must make a successful **DC 17 Constitution** saving throw or be reduced to 0 hit points. The laughter can be ended early by rendering the victim unconscious or with greater restoration or comparable magic.

Source: *Tome of Beasts OGL*

Gynosphinx

Large monstrosity, lawful neutral

Armor class: 17 (natural armor)

Hit points: 136 (**16d10 + 48**)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+4	+4	+4
(18)	(15)	(16)	(18)	(18)	(18)

Damage immunities: psychic

Condition immunities: charmed, frightened

Senses: truesight 120 ft., passive Perception 18

Languages: Common, Sphinx

Challenge rating: 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

- Cantrips (at will): mage hand, minor illusion, prestidigitation
- 1st level (4 slots): detect magic, identify, shield
- 2nd level (3 slots): darkness, locate object, suggestion
- 3rd level (3 slots): dispel magic, remove curse, tongues
- 4th level (3 slots): banishment, greater invisibility
- 5th level (1 slot): legend lore

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (**2d8 + 4**) slashing damage.

Legendary actions

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Source: *Systems Reference Document*

Horned Devil

Large fiend, lawful evil

Armor class: 18 (natural armor)

Hit points: 148 (17d10 + 55)

Speed: walk: 20 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+5	+1	+3	+3
(22)	(17)	(21)	(12)	(16)	(17)

Saving throws: Str +10 Dex +7 Wis +7 Cha +7

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 13

Languages: Infernal, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a **DC 17 Constitution** saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action

to stanch the wound with a successful **DC 12 Wisdom** (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Source: *Systems Reference Document*

Ichneumon

Large monstrosity, unaligned

Armor class: 16 (natural armor; 18 with Mud Armor)

Hit points: 123 (13d10+52)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+4	+4	-2	+2	+1
(22)	(18)	(18)	(6)	(14)	(12)

Saving throws: Dex +8 Con +8 Wis +6

Senses: darkvision 120 ft., passive

Perception 12

Challenge rating: 11 (7,200 XP)

Draconic Predator. The ichneumon is immune to a dragon's Frightful Presence and has advantage on saving throws against the breath weapons of dragons.

Evasion. If the ichneumon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ichneumon instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing and Smell. The ichneumon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mud Armor. If the ichneumon spends an hour applying mud to itself, it can increase its AC by 2 for 8 hours.

Actions

Koralk (Harvester Devil)

Multiattack. The ichneumon makes three attacks: two with its bite and one with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) piercing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the ichneumon can't use its bite on another target.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

Source: *Creature Codex OGL*

Koralk (Harvester Devil)

Large fiend, lawful evil

Armor class: 15 (natural armor)

Hit points: 136 (16d10 + 48)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	0	0	+1
(16)	(13)	(17)	(10)	(11)	(13)

Saving throws: Con +7 Wis +4 Cha +5

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 10

Languages: Infernal, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Devil's Sight. Magical darkness does not impair the koralk's darkvision.

Magic Resistance. The koralk has advantage on saving throws against spells and other magical effects.

Steadfast. The koralk cannot be frightened while it can see an allied creature within 30 feet of it

Actions

Multiattack. The koralk can make three stinger attacks and two scythe attacks. It

can also make a bite attack if it has a target grappled.

Scythe. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d12 + 3) slashing damage, OR a Medium-sized or smaller target can be grappled by the koralk's smaller, vestigial arms instead (no damage, escape DC 13).

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one grappled target. Hit: 19 (3d10 + 3) piercing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage and the target must make a successful DC 15 Constitution saving throw or become poisoned. While poisoned this way, the target takes 10 (3d6) poison damage at the start of each of its turns, from liquefaction of its innards. A successful save renders the target immune to the koralk's poison for 24 hours. If a creature dies while poisoned by a koralk, its body bursts open, spewing vile liquid and a newly-formed lemure devil. The lemure is under the command of any higher-order devil nearby. The poison can be neutralized by lesser restoration, protection from poison, or comparable magic. If the lemure is killed, the original creature can be restored to life by resurrection or comparable magic.

Source: *Tome of Beasts OGL*

Naina

Large dragon, lawful evil

Armor class: 17 (natural armor)

Hit points: 231 (22d10 + 110)

Speed: walk: 40 ft., fly: 120 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	+2	+4	+4
(20)	(16)	(21)	(15)	(18)	(18)

Saving throws: Dex +7 Con +9 Int +6 Wis +8 Cha +8

Condition immunities: paralyzed,

poisoned, unconscious
Senses: darkvision 60 ft., passive Perception 18
Languages: Common, Darakhul, Draconic, Elvish, Sylvan
Challenge rating: 11 (7,200 XP)

Magic Sensitive. The naina detects magic as if it were permanently under the effect of a detect magic spell.

Spellcasting. the naina is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The naina has the following sorcerer spells prepared:

cantrips (at will): dancing lights, mage hand, mending, ray of frost, resistance, silent image

1st level (4 slots): charm person, thunderwave, witch bolt

2nd level (3 slots): darkness, invisibility, locate object

3rd level (3 slots): dispel magic, hypnotic pattern

4th level (3 slots): dimension door

5th level (1 slot): dominate person

Shapechanger. The naina can use her action to polymorph into one of her two forms: a drake or a female humanoid. She cannot alter either form's appearance or capabilities (with the exception of her breath weapon) using this ability, and damage sustained in one form transfers to the other form.

Actions

Multiattack. The naina makes two claw attacks and one bite attack.

Bite (drake form only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (3d12 + 5) piercing damage.

Claw (drake form only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (3d12 + 5) slashing damage.

Poison Breath (Recharge 5-6). While in drake form (only), the naina breathes a 20-foot cone of poison gas, paralytic gas, or sleep gas.

Poison. A creature caught in this poison gas takes 18 (4d8) poison damage and is poisoned; a successful DC 17 Constitution saving throw reduces damage to half and negates the poisoned condition. While poisoned this way, the creature must repeat the saving throw at the end of each of its turns. On a failure, it takes 9 (2d8) poison damage and the poisoning continues; on a success, the poisoning ends.

Paralysis. A creature caught in this paralytic gas must succeed on a DC 17 Constitution saving throw or be paralyzed for 2d4 rounds. A paralyzed creature repeats the saving throw at the end of each of its turns; a successful save ends the paralysis.

Sleep. A creature caught in this sleeping gas must succeed on a DC 17 Constitution saving throw or fall unconscious for 6 rounds. A sleeping creature repeats the saving throw at the end of each of its turns; it wakes up if it makes the save successfully.

Source: Tome of Beasts OGL

Ouroban

Medium humanoid, neutral evil

Armor class: 18 (plate)
 Hit points: 209 (38d8+38)
 Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4 (18)	0 (10)	+1 (13)	+1 (12)	+1 (12)	+4 (18)

Saving throws: Wis +5 Cha +8
Damage immunities: fire

Condition immunities: poisoned
Senses: passive Perception 11
Languages: Common, Draconic
Challenge rating: 11 (7,200 XP)

Devastate (Recharge 5-6). As a bonus action, the ouroban imbues its greatsword with dark power. All of its greatsword attacks do an additional 10 (3d6) necrotic damage per hit until the start of its next turn.

Fire Absorption. Whenever the ouroban is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Spellcasting. The ouroban is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following paladin spells prepared: 1st level (4 slots): command, cure wounds, detect evil and good, detect magic, divine favor (fire damage instead of radiant) 2nd level (3 slots): branding smite, lesser restoration, zone of truth 3rd level (3 slots): dispel magic, elemental weapon 4th level (1 slot): banishment

Actions

Multiattack. The ouroban makes three attacks with its greatsword.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 3 (1d6) fire damage.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Fire Breath (Recharge after a Short or Long Rest). The ouroban exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Abyssal Fires (Recharges after a Short or Long Rest). The ouroban summons green flames under up to five creatures within 30 feet of

it. Each target must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) fire damage and be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

The ouroban has advantage on attack rolls and ability checks against a creature poisoned by its Abyssal Fires.

Source: Creature Codex OGL

Remorhaz

Huge monstrosity, unaligned

Armor class: 17 (natural armor)
 Hit points: 195 (17d12 + 85)
 Speed: walk: 30 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+1	+5	-3	0	-3
(24)	(13)	(21)	(4)	(10)	(5)

Damage immunities: cold, fire
Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Challenge rating: 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

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 damage 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) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 **Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Source: Systems Reference Document

Roc

Gargantuan monstrosity, unaligned

Armor class: 15 (natural armor)

Hit points: 248 (16d20 + 80)

Speed: walk: 20 ft., fly: 120 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+5	-4	0	-1
(28)	(10)	(20)	(3)	(10)	(9)

Saving throws: Dex +4 Con +9 Wis +4 Cha +3

Senses: passive Perception 14

Challenge rating: 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

Talons. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple

ends, the target is restrained, and the roc can't use its talons on another target.

Source: Systems Reference Document

Shadow Fey Poisoner

Medium humanoid, neutral

Armor class: 16 (studded leather)

Hit points: 112 (15d8+45)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+3	+1	0	+2
(11)	(18)	(16)	(13)	(11)	(14)

Saving throws: Dex +8 Int +5 Cha +6

Damage immunities: poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 14

Languages: Common, Elvish

Challenge rating: 11 (7,200 XP)

Assassinate. During its first turn, the shadow fey has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the poisoner scores against a surprised creature is a critical hit.

Born of Shadows. When in dim light or darkness, the shadow fey poisoner is invisible.

Evasion. If the shadow fey poisoner is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the poisoner instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Traveler (4/Day). As a bonus action while in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of

Thorned Sulfurlord

inky smoke appears at the origin and destination when it uses this trait.

Sneak Attack (1/Turn). The shadow fey poisoner deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll; or when the target is within 5 feet of an ally of the poisoner, that ally isn't incapacitated, and the poisoner doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

Multiattack. The shadow fey poisoner makes two shortsword attacks or two longbow attacks.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Thorned Sulfurlord

Huge fiend, chaotic evil

Armor class: 17 (natural armor)

Hit points: 171 (18d12+54)

Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	0	-1	+1
(20)	(14)	(16)	(10)	(9)	(12)

Saving throws: Str +9

Damage immunities: fire, poison

Condition immunities: charmed, poisoned

Senses: truesight 120 ft., passive Perception 17

Languages: Abyssal, Infernal, telepathy 120 ft.

Challenge rating: 11 (7,200 XP)

Burning Tangle. The ground within 10 feet of the thorned sulfurlord is difficult terrain.

Hell Core. At the start of each of the thorned sulfurlord's turns, each creature within 10 feet of the sulfurlord takes 7 (2d6) fire damage. If the thorned sulfurlord takes cold damage, this trait doesn't function at the start of its next turn.

Like Calls to Like. The thorned sulfurlord knows if a creature within 100 feet of it is evil-aligned or not.

Root (3/Day). As a bonus action, the thorned sulfurlord sends its roots deep into the ground. For 1 minute, the sulfurlord's speed is halved, it is immune to effects that would move it, and it can't be knocked prone.

Actions

Multiattack. The thorned sulfurlord makes two sulfur slam attacks or two fiery spike attacks.

Sulfur Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) fire damage. The target must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn.

Fiery Spike. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 12

(3d6 + 2) piercing damage plus 9 (2d8) fire damage.

The World Shall Know Fire (Recharge 5-6).

The thorned sulfurlord targets a creature that has taken fire damage from it within the last minute and causes a burst of fire to expand out from that creature in a 30-foot-radius. Each creature in the area, including the target, must make a **DC 17 Dexterity** saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

Source: *Creature Codex OGL*

Valkyrie

Medium celestial, neutral

Armor class: 16 (chain mail) or 18 (chain mail with shield)

Hit points: 112 (15d8 + 45)

Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+1	+4	+4
(18)	(18)	(16)	(12)	(19)	(18)

Saving throws: Str +12 Dex +12 Con +11 Int +5 Wis +8 Cha +12

Damage immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: frightened

Senses: truesight 60 ft., passive Perception 18

Languages: Common, Dwarvish, Giant, and see Gift of Tongues

Challenge rating: 11 (7,200 XP)

Asgardian Weapons. The valkyrie's weapon attacks are magical. When she hits with any weapon, it does an extra 11 (2d10) radiant damage (included in attacks listed below).

Cloak of Doom. Any living creature that starts its turn within 60 feet of a valkyrie senses her unsettling presence and must

succeed on a **DC 16 Charisma** saving throw or be frightened for 1d4 rounds. Those who succeed are immune to the effect for 24 hours. The valkyrie can suppress this aura at will.

Gift of Tongues. Valkyries become fluent in any language they hear spoken for at least 1 minute, and they retain this knowledge forever.

Innate Spellcasting. the valkyrie's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

at will: bane, bless, invisibility, sacred flame, spare the dying, speak with animals, thaumaturgy

5/day each: gentle repose, healing word, warding bond

3/day each: beacon of hope, mass healing word, revivify

1/day each: commune, death ward, freedom of movement, geas

Actions

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands, plus 11 (2d10) radiant damage.

Spear. Melee or Ranged Weapon Attack: +8 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 11 (2d10) radiant damage.

Legendary actions

Cast a Cantrip. The valkyrie casts one spell from her at-will list.

Spear or Longsword Attack. The valkyrie makes one longsword or spear attack.

Vampiric Knight

Harvest the Fallen (Costs 2 Actions). A valkyrie can take the soul of a newly dead body and bind it into a weapon or shield. Only one soul can be bound to any object. Individuals whose souls are bound can't be raised by any means short of a wish or comparable magic. A valkyrie can likewise release any soul that has been bound by another valkyrie, or transfer a bound soul from one object to another. Once bound, the soul grants the item a +1 bonus for every 4 character levels of the soul (maximum of +3), and this replaces any other magic on the item. At the DM's discretion, part of this bonus can become an appropriate special quality (a fire giant's soul might create a flaming weapon, for example).

Source: *Tome of Beasts OGL*

Vampiric Knight

Medium undead, neutral evil

Armor class: 20 (plate, shield)

Hit points: 127 (15d8+60)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+1	+3	+2
(20)	(14)	(18)	(13)	(17)	(14)

Saving throws: Dex +6 Con +8 Wis +7

Senses: darkvision 60 ft., passive

Perception 17

Languages: the languages it knew in life

Challenge rating: 11 (7,200 XP)

Regeneration. The vampiric knight regains 20 hp at the start of its turn if it has at least 1 hp and isn't in running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric knight's next turn.

Vampire Weaknesses. The vampiric knight has the following flaws: Forbiddance. The vampiric knight can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampiric knight takes 20 acid damage

if it ends its turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the vampiric knight's heart while the knight is incapacitated in its resting place, the vampiric knight is paralyzed until the stake is removed.

Actions

Multiattack. The vampiric knight makes two impaling longsword attacks.

Impaling Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) necrotic damage. The vampiric knight impales the target on its longsword, grappling the target if it is a Medium or smaller creature (escape DC 17). Until the grapple ends, the target is restrained, takes 9 (2d8) necrotic damage at the start of each of its turns, and the vampiric knight can't make longsword attacks against other targets.

Channel Corruption (Recharge 5-6). Each living creature within 20 feet of the vampiric knight must make a DC 17 **Constitution** saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Vesiculosa

Gargantuan plant, unaligned

Armor class: 15 (natural armor)

Hit points: 203 (14d20 + 56)

Speed: walk: 0 ft., burrow: 5 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+4	-4	+2	-4
(20)	(10)	(19)	(2)	(14)	(2)

Condition immunities: charmed, blinded, deafened, frightened, prone

Senses: tremorsense 60 ft., passive Perception 16

Languages: -

Challenge rating: 11 (7,200 XP)

False Appearance. While the vesiculosa remains motionless, it is indistinguishable from a normal pool of water.

Rich Sapphire Heartvine. A vesiculosa's heartvine resembles a lump of sapphire and is highly prized by alchemists (worth 1,000 gp). It can be reached with an hour or two of hard digging.

Rootlet Swarms. The vesiculosa is surrounded at all times by four Medium swarms of Tiny rootlets that move as the vesiculosa directs. Each swarm has a speed of 30 feet, can be targeted independently, has 25 hit points, and (unlike the parent plant) quite vulnerable to fire damage. Other than that, they have the same statistics as the vesiculosa's main body. For each swarm that drops to 0 hit points, the vesiculosa loses one of its Entrap attacks. A destroyed swarm regrows in 24 hours.

Sweet Water. The vesiculosa's pool emits a sweet fragrance that lures creatures to drink. Creatures that are neither undead nor constructs within 60 feet must succeed on a **DC 16 Wisdom** saving throw or be compelled to approach the vesiculosa and drink. The water is cool and refreshing but carries a sleeping poison: any creature (other than undead and constructs) that drinks from it regains **1d4** hp and recovers from 1 level of exhaustion, but must succeed on a **DC 15 Constitution** saving throw against poison or fall unconscious for 1 minute. If the saving throw fails by 5 or more, the creature is unconscious for 1 hour. An unconscious creature wakes up if it takes damage or if another creature uses an action to shake it awake.

Verdant. The vesiculosa's sap seeps into the soil, promoting lush vegetation. At any given time, **3d6** beneficial fruits (fruit, nuts, figs, dates) can be found within 30 feet of the vesiculosa. These have the same effect as berries from a goodberry spell, but they retain their potency for one week

after being picked or after the vesiculosa is killed.

Actions

Multiattack. The vesiculosa uses Entrap 4 times, and uses Reel and Engulf once each. It loses one Entrap attack for each rootlet swarm that's been destroyed.

Entrap. The vesiculosa targets a Large or smaller creature within 5 feet of one of its rootlet swarms. The target takes 10 (**4d4**) piercing damage and is grappled (escape DC 15), or takes half damage and isn't grappled if it makes a successful **DC 17 Dexterity** saving throw. Until the grapple ends, the target is restrained, it has disadvantage on Strength checks and Strength saving throws, and that rootlet swarm can't entrap another target.

Reel. Each rootlet swarm that has a creature grappled moves up to 20 feet toward the vesiculosa's main body. Rootlets wander up to 100 feet from the main body.

Engulf. The vesiculosa engulfs all restrained or unconscious creatures within 5 feet of its main body (up to 2 Large, 4 Medium or 8 Small creatures). An engulfed creature is restrained, has total cover against attacks and other effects outside the vesiculosa, and takes 21 (**6d6**) acid damage at the start of each of the vesiculosa's turns. When the vesiculosa moves, the engulfed creature moves with it. An engulfed creature can try to escape by using an action to make a **DC 15 Strength** check. On a success, the creature escapes and enters a space of its choice within 5 feet of the vesiculosa's main body.

Source: Tome of Beasts OGL

Void Giant

Huge giant, chaotic neutral

Armor class: 14 (natural armor)

Hit points: 210 (**20d12**+80)

Speed: walk: 40 ft.

Voidling

STR	DEX	CON	INT	WIS	CHA
+7	0	+4	+4	0	+2
(24)	(10)	(18)	(18)	(10)	(14)

Saving throws: Con +8 Wis +4 Cha +6

Senses: passive Perception 10

Languages: Common, Draconic, Giant

Challenge rating: 11 (7,200 XP)

Void Casting. As a bonus action, the void giant can infuse a spell with void magic. One creature that is hit by that spell or who fails a saving throw against that spell is stunned until the end of the creature's next turn.

Spellcasting. The void giant is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). The void giant has the following wizard spells prepared: Cantrips (at will): chill touch, light, mending, shocking grasp 1st level (4 slots): comprehend languages, magic missile, shield 2nd level (3 slots): crown of madness, mirror image, scorching ray 3rd level (3 slots): counterspell, fly, lightning bolt 4th level (3 slots): confusion, ice storm, phantasmal killer 5th level (2 slots): cone of cold, dominate person 6th level (1 slot): disintegrate

Actions

Multiattack. The void giant makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Source: Creature Codex OGL

Voidling

Large aberration, chaotic evil

Armor class: 16

Hit points: 110 (20d10)

Speed: hover: True ft., walk: 0 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+6	0	+2	+3	0
(15)	(22)	(10)	(14)	(16)	(10)

Saving throws: Con +4 Int +6 Wis +7 Cha +4

Damage immunities: necrotic

Condition immunities: exhaustion, petrified, prone

Senses: truesight 60 ft., passive Perception 13

Languages: telepathy 60 ft.

Challenge rating: 11 (7,200 XP)

Fed by Darkness. A voidling in magical darkness at the start of its turn heals 5 hit points.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects except those that cause radiant damage.

Innate Spellcasting. the voidling's innate spellcasting ability is Wisdom (spell save DC 15, spell attack bonus +7). It can innately cast the following spells, requiring no material components:

at will: darkness, detect magic, fear

3/day each: eldritch blast (3 beams), black tentacles

1/day each: phantasmal force, reverse gravity

Natural Invisibility. A voidling in complete darkness is considered invisible to creatures that rely on normal vision or darkvision.

Actions

Multiattack. The voidling makes 4 tendril attacks.

Tendril. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 11 (2d10) necrotic damage.

Necrotic Burst (Recharge 5-6). The voidling releases a burst of necrotic energy in a 20-foot radius sphere centered on itself. Those in the area take 35 (10d6) necrotic damage, or half damage with a successful DC 17 Constitution saving throw.

Source: *Tome of Beasts OGL*

Wendigo

Medium monstrosity, chaotic evil

Armor class: 16 (natural armor)

Hit points: 150 (20d8+60)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+3	0	+3	+1
(21)	(18)	(16)	(11)	(16)	(12)

Damage immunities: cold, fire

Condition immunities: exhaustion, stunned

Senses: darkvision 120 ft., passive Perception 17

Languages: Common

Challenge rating: 11 (7,200 XP)

Aura of Starvation. A creature that starts its turn within 10 feet of the wendigo must succeed on a DC 15 Constitution saving throw or be paralyzed by gnawing cold and crippling hunger for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wendigo's Aura of Starvation for the next 24 hours.

Magic Resistance. The wendigo has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The wendigo makes three attacks: two with its icy claw and one with its bite. Alternatively, it uses its Frozen Spittle twice.

Icy Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage and 14 (4d6) cold damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Frozen Spittle. Ranged Spell Attack: +7 to hit, range 100 ft., one target. Hit: 28 (8d6) cold damage, and the target must succeed on a DC 16 Dexterity saving throw or be restrained until the end of its next turn.

Source: *Creature Codex OGL*

Ychen Bannog

Gargantuan beast, unaligned

Armor class: 17 (natural armor)

Hit points: 231 (14d20 + 84)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+6	-4	+1	0
(28)	(10)	(23)	(3)	(12)	(10)

Condition immunities: exhaustion

Senses: passive Perception 17

Languages: -

Challenge rating: 11 (7,200 XP)

Ever-Sharp Horns. The ychen bannog deals triple damage dice when it scores a critical hit with a gore attack.

Overrun. When the ychen bannog takes the Dash action, it can move through the space of a Large or smaller creature, treating the creature's space as difficult terrain. As it moves through the creature's space, the ychen bannog can make a stomp attack as a bonus action.

Peaceful Creature. The ychen bannog abhors combat and flees from it if possible. If unable to flee, the ychen bannog can attack a foe or obstacle to clear a path to safety. As an action, a driver or handler mounted on the ychen bannog or

adjacent to it can make a **DC 16 Wisdom** (Animal Handling) check. On a success, the ychen bannog moves and attacks as directed by the driver. On a failure, the beast flees. The driver or handler must have proficiency in Animal Handling to attempt this check.

Actions

Multiattack. The ychen bannog makes one gore attack and one stomp attack.

Gore. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (**4d8 + 9**) piercing damage.

Stomp. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 31 (**4d10 + 9**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 21 Strength** saving throw or be knocked prone.

Destroying Bellow (Recharge 5-6). The ychen bannog delivers a fearsome bellow that can be heard up to ten miles away. Structures and unattended objects in a 60-foot cone take 55 (**10d10**) thunder damage. Creatures in the cone take 27 (**5d10**) thunder damage and are deafened for 1 hour, or take half damage and aren't deafened with a successful **DC 18 Constitution** saving throw.

Source: Tome of Beasts OGL

Challenge 12

Aboleth, Nihilith*Large undead, chaotic evil*

Armor class: 17

Hit points: 135 (18d10 + 36)

Speed: hover: True ft., walk: 10 ft., swim: 40 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+2	+4	+2	+4
(21)	(9)	(15)	(18)	(15)	(18)

Saving throws: Con +6 Int +8 Wis +6**Damage immunities:** cold, necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons (only when in ethereal form)**Condition immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses:** darkvision 120 ft., passive Perception 20**Languages:** Void Speech, telepathy 120 ft.**Challenge rating:** 12 (8,400 XP)

Undead Fortitude. If damage reduces the nihilith to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the nihilith drops to 1 hit point instead.

Dual State. A nihilith exists upon the Material Plane in one of two forms and can switch between them at will. In its material form, it has resistance to damage from nonmagical weapons. In its ethereal form, it is immune to damage from nonmagical weapons. The creature's ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within. A nihilith in ethereal form can move through air as though it were water, with a fly speed of 40 feet.

Void Aura. The undead nihilith is surrounded by a chilling cloud. A living creature that starts its turn within 5 feet of

a nihilith must make a successful DC 14 **Constitution** saving throw or be slowed until the start of its next turn. In addition, any creature that has been diseased by a nihilith or a nihilithic zombie takes 7 (2d6) cold damage every time it starts its turn within the aura.

Infecting Telepathy. If a creature communicates telepathically with the nihilith, or uses a psychic attack against it, the nihilith can spread its disease to the creature. The creature must succeed on a DC 14 **Wisdom** save or become infected with the same disease caused by the nihilith's tentacle attack.

Nihilith's Lair. on initiative count 20 (losing initiative ties), the nihilith can take a lair action to create one of the magical effects as per an aboleth, or the void absorbance action listed below. The nihilith cannot use the same effect two rounds in a row.

- **Void Absorbance:** A nihilith can pull the life force from those it has converted to nihilithic zombies to replenish its own life. This takes 18 (6d6) hit points from zombies within 30 feet of the nihilith, spread evenly between the zombies, and healing the nihilith. If a zombie reaches 0 hit points from this action, it perishes with no Undead Fortitude saving throw.

Regional Effects. the regional effects of a nihilith's lair are the same as that of an aboleth, except as following.

- Water sources within 1 mile of a nihilith's lair are not only supernaturally fouled but can spread the disease of the nihilith. A creature who drinks from such water must make a successful DC 14 **Constitution** check or become infected.

Actions

Multiattack. The nihileth makes three tentacle attacks or three withering touches, depending on what form it is in.

Tentacle (Material Form Only). Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target creature is hit, it must make a successful **DC 14 Constitution** saving throw or become diseased. The disease has no effect for 1 minute; during that time, it can be removed by lesser restoration or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is entirely underwater, and the disease can only be removed by heal or comparable magic. Unless the creature is fully submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 1d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth.

Withering Touch (Ethereal Form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 14 (3d6+4) necrotic damage.

Form Swap. As a bonus action, the nihileth can alter between its material and ethereal forms at will.

Tail (Material Form Only). Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/day). The nihileth targets one creature it can see within 30 ft. of it. The target must succeed on a **DC 14 Wisdom** saving throw or be magically charmed by the nihileth until the nihileth dies or until it is on a different plane of existence from the target. The charmed target is under the nihileth's control and can't take reactions, and the nihileth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every

24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the nihileth.

Legendary actions

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Source: Tome of Beasts OGL

Akyishigal Demon Lord Of Cockroaches

Large fiend, chaotic evil

Armor class: 18 (natural armor)
 Hit points: 138 (12d10 + 72)
 Speed: walk: 40 ft., burrow: 20 ft., climb: 40 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+6	+4	+2	+7
(21)	(17)	(22)	(19)	(14)	(24)

Saving throws: Str +9 Dex +7 Con +10 Wis +6 Cha +11

Damage immunities: cold, lightning, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., truesight 60 ft., passive Perception 16

Languages: Abyssal, Common, Draconic, Elvish, Infernal; telepathy 60 ft.

Challenge rating: 12 (8,400 XP)

Innate Spellcasting. akyishigal's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Ancient Titan

at will: detect evil and good, magic circle, teleport

3/day: dispel magic, insect plague (6th level), shapechange (vermin only)

1/day: contagion (always filth fever)

Magic Resistance. Akyishigal has advantage on saving throws against spells and other magical effects.

Summon Demon (1/Day). Akyishigal can summon a chasme demon. The chasme appears in an unoccupied space within 60 feet of Akyishigal, acts as an ally of Akyishigal, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Actions

Multiattack. Akyishigal makes four claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Cloak of Swarms (Recharge 5-6). Akyishigal can emit a cloud of flying, stinging insects from his mouth, his eyes, and the tears in his skin. This cloud surrounds him to a depth of 5 feet. When the cloak is active, all attacks against him are made with disadvantage, and Akyishigal can see in all directions (through the insects' eyes). Any living creature that starts its turn within 5 feet of Akyishigal takes 11 (2d10) piercing damage plus 10 (3d6) poison damage, or half as much poison damage with a successful DC 17 Constitution saving throw. If the saving throw fails, the character is also poisoned for 1 hour. The swarm lasts for 5 rounds; it dissipates instantly if Akyishigal takes 30 or more damage from a nonweapon attack that he doesn't have resistance to. While poisoned by the Cloak of Swarms, a character emits a stench of decomposition. All uncontrolled vermin attack that character on sight and in preference to other targets.

Legendary actions

Teleport. Akyishigal may teleport within line of sight.

Skitter. Akyishigal combines an attack with a move up to 20 feet as if using a withdraw action, and is not subject to attacks of opportunity.

Spellcasting (Costs 2 Actions). Akyishigal casts insect plague from its innate spellcasting ability.

Source: Tome of Beasts OGL

Ancient Titan

Gargantuan celestial, neutral good

Armor class: 15 (breastplate)

Hit points: 198 (12d20 + 72)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+6	+3	+3	+5
(27)	(13)	(22)	(16)	(16)	(20)

Saving throws: Con +10 Wis +7 Cha +9

Senses: darkvision 120 ft., passive Perception 17

Languages: Common, Giant, Primordial, Titan, telepathy 120 ft.

Challenge rating: 12 (8,400 XP)

Magic Resistance. The ancient titan has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the ancient titan's spellcasting ability is Charisma (spell save DC 17). The ancient titan can innately cast the following spells, requiring no material components:

3/day: power word stun

1/day: power word kill

Actions

Multiattack. The ancient titan makes two greatsword attacks or two longbow attacks

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 38 (8d6 + 8) slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/640 ft., one target. Hit: 19 (4d8 + 1) piercing damage.

Eldritch Singularity (Recharge 5-6). The ancient titan opens a momentary rupture in the eldritch source that fuels its words of power. This rupture appears at a spot designated by the titan within 100 feet. Any creature within 60 feet of the spot must make a **DC 17 Constitution** saving throw. On a failure, the creature takes 28 (8d6) force damage, falls prone, and is pulled 1d6 x 10 feet toward the eldritch singularity, taking an additional 3 (1d6) bludgeoning damage per 10 feet they were dragged. If the saving throw succeeds, the target takes half as much force damage and isn't knocked prone or pulled. The spot where the rupture occurs becomes the center of a 60-foot-radius antimagic field until the end of the ancient titan's next turn. The titan's spells are not affected by this antimagic field.

Source: *Tome of Beasts OGL*

Archmage

Medium humanoid, any alignment

Armor class: 12 (15 with *mage armor*)

Hit points: 99 (18d8)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+2	+1	+5	+2	+3
(10)	(14)	(12)	(20)	(15)	(16)

Saving throws: Int +9 Wis +6

Senses: passive Perception 12

Languages: any six languages

Challenge rating: 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp
- 1st level (4 slots): detect magic, identify, mage armor*, magic missile
- 2nd level (3 slots): detect thoughts, mirror image, misty step
- 3rd level (3 slots): counterspell, fly, lightning bolt
- 4th level (3 slots): banishment, fire shield, stoneskin*
- 5th level (3 slots): cone of cold, scrying, wall of force
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): teleport
- 8th level (1 slot): mind blank*
- 9th level (1 slot): time stop
 - The archmage casts these spells on itself before combat.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source: *Systems Reference Document*

Bear King

Medium fey, lawful neutral

Armor class: 18 (natural armor)

Hit points: 133 (14d8 + 70)

Speed: walk: 40 ft.

Bear King

STR	DEX	CON	INT	WIS	CHA
+5	0	+5	+1	+3	+3
(21)	(10)	(20)	(12)	(17)	(16)

Saving throws: Str +9 Dex +4 Wis +7

Damage immunities: poison; bludgeoning, slashing, and piercing from nonmagical weapons that aren't made of cold iron

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Elvish, Giant, Sylvan

Challenge rating: 12 (8,400 XP)

Alternate Form. As a bonus action, the Bear King can assume the form of a shaggy grizzly bear, or a hybrid of his humanoid and bear forms. In alternate form the Bear King's size increases to Large, and he can make bite and claw attacks. He remains in this form until he returns to human form as a bonus action or he falls unconscious or dies.

Keen Smell. The Bear King has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/day). If the Bear King fails a saving throw, he can choose to succeed instead.

Regeneration (Alternate Form only). The Bear King regains 10 hit points at the start of his turn if he has at least 1 hit point.

Bear King's Lair. on initiative count 20 (losing initiative ties), the Bear King takes a lair action to cause one of the following effects; the Bear King can't use the same effect two rounds in a row:- The Bear King magically conjures up a swarm of eight giant bees (use giant wasp statistics) to defend his lair. The bees act immediately, and on initiative count 20 in subsequent rounds. The bees remain until they're killed or until the Bear King dismisses them as an action. The Bear King can use this action again, but no more than eight

giant bees can be present at a time. - The Bear King targets a creature within the lair that he can see. The creature must succeed on a **DC 15 Constitution** saving throw or be magically transformed into a brown bear as if by a polymorph spell. At the beginning of its turn, a transformed creature repeats the saving throw. If it fails, the creature must use its action to attack one of the Bear King's foes. If it succeeds, the effect ends and the creature returns to its normal form. The effect lasts until the creature succeeds on the saving throw or until the Bear King uses this lair action again.- The Bear King causes the ground in a 20-foot radius to tremble and shake. Any creatures in the affected area must succeed on a **DC 15 Strength** saving throw or suffer 7 (**2d6**) bludgeoning damage and fall prone. The ground continues to tremble until initiative count 20 on the following round, during which time the area is difficult terrain.

Regional Effects. the region surrounding Gloaming Crag is warped by the Bear King's magic, which creates one or more of the following effects:- Within 10 miles of the Bear King's lair, creatures have disadvantage on saving throws made to avoid contracting lycanthropy from a werebear.- Bees within 10 miles of the Bear King's lair are easily agitated quick to attack. Insect swarms (bees or hornets) are common in the area, but they tend to ignore locals.- Emotions within 5 miles of the Bear King's lair run high. Arguments quickly descend into physical scuffles and enjoyable get-togethers are likely to become raucous carousing or even brawls.if the Bear King dies, conditions in the area surrounding the lair return to normal over the course of **1d6** days.

Actions

Multiattack. The bear king makes two ranged attacks or two melee attacks. In hybrid or grizzly bear form he can also make one additional bite attack.

Bite (Grizzly or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage. A target creature other than a construct or undead must make a successful DC 17 **Constitution** saving throw at the start of each of its turns or lose 10 (3d6) hit points from blood loss. Each time the Bear King hits the wounded creature with this attack, the hit point loss increases by 10 (3d6). A creature can take an action to staunch the bleeding on itself or an adjacent ally with a successful DC 12 **Wisdom** (Medicine) check. The bleeding also stops if the creature receives any magical healing.

Claws (Grizzly or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Maul (Human or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. A creature hit by two maul attacks in the same turn must succeed on a DC 17 **Strength** saving throw or fall prone.

Javelin (Human Form Only). Ranged Weapon Attack: +9 to hit, range 30/60 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Legendary actions

Melee Attack. The Bear King makes a claw or maul attack.

Honey Toss. The Bear King reaches into the jar he carries at his side and hurls a glob of honey at a target within 30 feet as a ranged weapon attack (+9 to hit). If the attack hits, the creature is restrained (escape DC 17).

Frightful Roar (2 actions). The Bear King lets out a bloodcurdling roar. All creatures within 90 feet who can hear the Bear King must succeed on a DC 15 **Wisdom** saving throw or be frightened for 1 minute. A creature that makes its save, or who the effect ends for, is immune to the Frightful Roar for 24 hours. The bear king's allies are unaffected.

Source: Tome of Beasts OGL

Bone Devil

Large fiend, lawful evil

Armor class: 19 (natural armor)

Hit points: 142 (15d10 + 60)

Speed: walk: 40 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+1	+2	+3
(18)	(16)	(18)	(13)	(14)	(16)

Saving throws: Int +5 Wis +6 Cha +7

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive Perception 9

Languages: Infernal, telepathy 120 ft.

Challenge rating: 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 **Constitution** saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of

Bonepowder Ghoul

each of its turns, ending the effect on itself on a success .

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a **DC 14 Constitution** saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success .

Source: Systems Reference Document

Bonepowder Ghoul

Small undead, neutral evil

Armor class: 18 (natural armor)

Hit points: 195 (26d6 + 104)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+5	+4	+4	+2	+4
(10)	(20)	(18)	(19)	(15)	(18)

Saving throws: Dex +9 Con +8 Wis +6 Cha +8

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Darakhul, Draconic, Dwarvish

Challenge rating: 12 (8,400 XP)

Amorphous. The bonepowder ghoul can move through a space as narrow as 1 inch wide without squeezing.

Coalesce. Whenever a bonepowder ghoul drains life force from victims with **Gravedust**, it can use that energy to transform its shape into a more solid form and maintain it. The new form is Small and semi-transparent but roughly the shape of a normal ghoul. In this form, the ghoul isn't amorphous and can't form a whirlwind, but it can speak normally and

manipulate objects. The altered form lasts for 1 minute for every point of necrotic damage it delivered against living foes.

Turning Defiance. The bonepowder ghoul and any other ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Innate Spellcasting. The bonepowder ghoul's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: chill touch, darkness, dispel magic, ray of enfeeblement

3/day: blindness/deafness, circle of death (7th level; 10d6)

1/day: finger of death

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) plus 1d4 Strength damage, and the target must succeed on a **DC 17 Constitution** saving throw or be paralyzed for 1d4 + 1 rounds. If the target creature is humanoid, it must succeed on a second **DC 19 Constitution** saving throw or contract darakhul fever.

Gravedust. A bonepowder ghoul can project a 40-ft. cone of grave dust. All targets within the area must make a **DC 19 Dexterity** saving throw to avoid taking 4d8 necrotic damage, and must make a second **DC 17 Constitution** saving throw to avoid being infected with darakhul fever.

Whirlwind (Recharge 5-6). A bonepowder ghoul can generate a whirlwind of bones and teeth. All creatures within a 20-foot cube take 66 (12d10) slashing damage and are drained of 1d6 Strength; a successful **DC 17 Dexterity** saving throw reduces damage to half and negates the Strength loss. The whirlwind dissipates after one round.

Source: *Tome of Beasts OGL*

Chort Devil

Medium fiend, lawful evil

Armor class: 18 (natural armor)

Hit points: 187 (15d8 + 120)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+5	+8	+4	+5	+5
(24)	(20)	(26)	(18)	(20)	(20)

Saving throws: Str +11 Dex +9 Con +12 Int +8 Cha +9

Damage immunities: cold, fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 19

Languages: Celestial, Common, Draconic, Infernal, Primordial; telepathy (120 ft.)

Challenge rating: 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. the chort devil's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The chort devil can innately cast the following spells, requiring no material components:

at will: blur, magic circle, teleportation

3/day: scorching ray (5 rays)

1/day each: dispel magic, dominate person, flame strike, haste

Actions

Multiattack. The chort devil makes three melee attacks with its flaming ranseur, or three melee attacks with its claws.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 12 (2d4 + 7)

slashing damage plus 2 (1d4) Charisma damage.

Flaming Ranseur. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 12 (1d10 + 7) piercing damage plus 10 (3d6) fire damage.

Devilish Weapons. Any weapons wielded by a chort devil do 10 (3d6) fire damage in addition to their normal weapon damage.

Source: *Tome of Beasts OGL*

Dragon Eel

Huge dragon, neutral

Armor class: 18 (natural armor)

Hit points: 230 (20d12 + 100)

Speed: walk: 20 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+5	+2	+1	+2
(26)	(12)	(20)	(14)	(13)	(14)

Saving throws: Str +12 Dex +5 Int +6 Wis +5 Cha +6

Damage immunities: lightning

Condition immunities: paralyzed, prone

Senses: darkvision 60 ft., passive

Perception 16

Languages: Common, Draconic, Primordial

Challenge rating: 12 (8,400 XP)

Limited Amphibiousness. The dragon eel can breathe air and water, but it needs to be submerged at least once every six hours to avoid suffocation.

Shocking Touch. A dragon eel's body generates a potent charge of lightning. A creature that touches or makes a successful melee attack against a dragon eel takes 5 (1d10) lightning damage.

Storm Glide. During storms, the dragon eel can travel through the air as if under the effects of a fly spell, except using its swim speed.

Droth

Actions

Multiattack. The dragon eel makes one bite attack and one tail slap attack.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) piercing damage plus 5 (1d10) lightning damage, and the target must succeed on a DC 18 Constitution saving throw or become paralyzed for 1d4 rounds.

Tail Slap. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (5d8 + 8) bludgeoning damage plus 5 (1d10) lightning damage and push the target up to 10 feet away.

Lightning Breath (Recharge 6). The dragon eel exhales lightning in a 60-foot line that is 5 feet wide. Each target in that line takes 55 (10d10) lightning damage, or half damage with a successful DC 18 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Droth

Huge aberration, lawful neutral

Armor class: 16 (natural armor)

Hit points: 230 (20d12+100)

Speed: climb: 10 ft., walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	-1	+5	+2	+3	+5
(18)	(9)	(20)	(14)	(16)	(20)

Saving throws: Con +9 Wis +7 Cha +9

Damage immunities: acid

Senses: blindsight 60 ft., passive Perception 17

Languages: all, telepathy 100 ft.

Challenge rating: 12 (8,400 XP)

Absorbent (3/Day). When the droth damages a creature, it absorbs a portion of that creature's knowledge and power. As a bonus action, it can recreate any action available to a creature it damaged within the last minute. This includes spells and

actions with limited uses or with a recharge. This recreated action is resolved using the droth's statistics where applicable.

Amorphous. The droth, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Soothing Aura. Any creature hostile to the droth that starts its turn within 20 feet of the droth must succeed on a DC 17 Wisdom saving throw or have disadvantage on all attack rolls until the end of its next turn. Creatures with Intelligence 3 or lower automatically fail the saving throw.

Actions

Multiattack. The droth makes two oozing crush attacks.

Oozing Crush. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 30 (4d12 + 4) bludgeoning damage and 7 (2d6) acid damage.

Merge. A shoth with less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. A shoth can accept one such merger every 24 hours.

Acid Wave (Recharge 5-6). The droth rises up and crashes down, releasing a 20-foot-radius wave of acidic ooze. Each creature in the area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (10d8) acid damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Source: *Creature Codex OGL*

Erinyes

Medium fiend, lawful evil

Armor class: 18 (plate)
 Hit points: 153 (18d8 + 72)
 Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+2	+2	+4
(18)	(16)	(18)	(14)	(14)	(18)

Saving throws: Dex +7 Con +8 Wis +6 Cha +8

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: truesight 120 ft., passive

Perception 12

Languages: Infernal, telepathy 120 ft.

Challenge rating: 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Magic Resistance. The erinyes has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The erinyes makes three attacks

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Variant: Rope of Entanglement. Some erinyes carry a rope of entanglement (detailed in the Dungeon Master's Guide). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

Source: Systems Reference Document

Flutterflesh

Large undead, chaotic evil

Armor class: 16 (natural armor)

Hit points: 187 (22d10 + 66)

Speed: walk: 10 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
0	+4	+3	+1	+1	0
(11)	(18)	(17)	(12)	(13)	(10)

Saving throws: Str +4 Dex +8

Damage immunities: necrotic, poison

Condition immunities: charmed, paralyzed, exhaustion, poison, stunned, unconscious

Senses: darkvision 240 ft., passive

Perception 15

Languages: Common, Darakhul

Challenge rating: 12 (8,400 XP)

Magic Weapons. The flutterflesh's attacks are magical.

Turn Resistance. The flutterflesh has advantage on saving throws against any effect that turns undead.

Creeping Death. A creature that starts its turn within 30 feet of the flutterflesh must make a successful DC 15 Constitution saving throw or take 14 (4d6) necrotic damage.

Regeneration. The flutterflesh regains 10 hit points at the start of its turn. If the flutterflesh takes radiant or fire damage, this trait doesn't function at the start of its next turn. The flutterflesh dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The flutterflesh makes two bone spur attacks or two tormenting gaze attacks.

Bone Spur. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage plus 11 (2d10) necrotic damage. If both attacks hit a single creature in the same turn, it is grappled (escape DC 10). As a bonus action, the flutterflesh can choose whether this attack does bludgeoning, piercing, or slashing damage.

Tormenting Gaze. A target creature within 120 feet and able to see the flutterflesh takes 18 (4d8) psychic damage and is paralyzed for 1d4 rounds, or takes half damage and isn't paralyzed with a successful DC 15 **Wisdom** saving throw. Tormenting gaze can't be used against the same target twice in a single turn.

Slash. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. On a critical hit, the target takes an additional 27 (5d10) slashing damage and must make a DC 12 **Constitution** saving throw. On a failure, the flutterflesh lops off and absorbs one of the target's limbs (chosen randomly) and heals hit points equal to the additional slashing damage it inflicted.

Source: *Tome of Beasts OGL*

Gug

Huge giant, neutral evil

Armor class: 17 (natural armor)

Hit points: 270 (20d12 + 140)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+7	0	-1	+2
(24)	(10)	(25)	(10)	(8)	(14)

Saving throws: Str +12 Dex +4 Con +11 Cha +6

Damage immunities: poison

Condition immunities: confusion, exhaustion, paralysis, poisoned

Senses: darkvision 240 ft., passive Perception 13

Languages: Deep Speech, Giant,

Undercommon

Challenge rating: 12 (8,400 XP)

Towering Strength. A gug can lift items up to 4,000 pounds as a bonus action.

Actions

Multiattack. The gug makes two slam attacks, two stomp attacks, or one of each.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 16 (2d8 + 7) bludgeoning damage. If a creature is hit by this attack twice in the same turn, the target must make a successful DC 19 **Constitution** saving throw or gain one level of exhaustion.

Stomp. Melee Weapon Attack. +11 to hit, reach 10 ft. Hit: 20 (2d12 + 7) bludgeoning damage.

Legendary actions

Move. The gug moves up to half its speed.

Attack. The gug makes one slam or stomp attack.

Grab. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: the target is grappled (escape DC 17).

Swallow. The gug swallows one creature it has grappled. The creature takes 26 (3d12 + 7) bludgeoning damage immediately plus 13 (2d12) acid damage at the start of each of the gug's turns. A swallowed creature is no longer grappled but is blinded and restrained, and has total cover against attacks and other effects from outside the gug. If the gug takes 75 points of damage in a single turn, the swallowed creature is expelled and falls prone next to the gug. When the gug dies, a swallowed creature can crawl from the corpse by using 10 feet of movement.

Throw. The gug throws one creature it has grappled. The creature is thrown a distance of 2d4 times 10 feet in the direction the gug chooses, and takes 20

(2d12 + 7) bludgeoning damage (plus falling damage if they are thrown into a chasm or off a cliff). A gug can throw a creature up to Large size. Small creatures are thrown twice as far, but the damage is the same.

Source: *Tome of Beasts OGL*

Herald Of Blood

Huge fiend, neutral evil

Armor class: 15 (natural armor)

Hit points: 115 (10d12 + 50)

Speed: walk: 30 ft., swim: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	+2	+3	+3
(22)	(12)	(20)	(14)	(17)	(16)

Saving throws: Str +10 Con +9 Wis +7

Damage immunities: fire, poison

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 240 ft., passive

Perception 17

Languages: Common, Draconic, Infernal, Void Speech

Challenge rating: 12 (8,400 XP)

Blood Armor. The herald of blood takes no damage from the first attack against it each round and ignores any nondamaging effects of the attack.

Gift of Blood. As an action, the herald of blood can transform any fey, human, or goblin into a red hag, if the target willingly accepts this transformation.

Grant Blood Rage. As a bonus action, the herald of blood can grant a single living creature blood rage, giving it advantage on attacks for 3 rounds. At the end of this time, the target gains 1 level of exhaustion and suffers 13 (2d12) necrotic damage from blood loss.

Humanoid Form. A herald of blood can assume a humanoid form at will as a bonus action, and dismiss this form at will.

Melting Touch. When a herald of blood scores a critical hit or starts its turn with a foe grappled, it can dissolve one metal or wood item of its choosing in that foe's possession. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 17

Dexterity saving throw.

Actions

Engulfing Protoplasm. Melee Weapon

Attack: +10 to hit, reach 10 ft., one target.

Hit: 19 (2d12 + 6) slashing damage and the target must make a successful DC 17

Dexterity saving throw or be grappled by the herald of blood (escape DC 16). While grappled this way, the creature takes 39 (6d12) acid damage at the start of each of the herald's turns. The herald can have any number of creatures grappled this way.

Legendary actions

Move (1 Action). The herald of blood moves up to half its speed.

Call of Blood (2 Actions). Melee Weapon Attack. +10 to hit, reach 5 ft., all creatures in reach. Hit: 39 (6d12) necrotic damage and each target must make a successful DC 17 **Constitution** saving throw or gain 1 level of exhaustion.

Majesty of Ragnarok (3 Actions). The herald of blood emits a terrifying burst of eldritch power. All creatures within 100 feet and in direct line of sight of the herald take 32 (5d12) necrotic damage, gain 2 levels of exhaustion, and are permanently blinded. Targets that make a successful DC 15 **Charisma** saving throw are not blinded and gain only 1 level of exhaustion.

Source: *Tome of Beasts OGL*

Hoard Golem

Huge construct, unaligned

Armor class: 18 (natural armor)

Hit points: 161 (14d12 + 70)

Speed: walk: 40 ft.

Horned Serpent

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	-4	0	-5
(22)	(15)	(20)	(3)	(11)	(1)

Saving throws: Con +9

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 14

Languages: understands the language of its creator but can't speak

Challenge rating: 12 (8,400 XP)

Strike with Awe. Creatures within 120 feet of an immobile hoard golem suffer disadvantage on Wisdom (Perception) checks. A creature's sheer glee on discovering a vast hoard of treasure distracts it from its surroundings.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 39 (6d10 + 6) bludgeoning damage.

Thieving Whirlwind (Recharge 5-6). The hoard golem transforms into a 20-foot radius whirlwind of the treasures of which it is composed. In this form, it has immunity to all slashing and piercing damage. As a whirlwind, it can enter other creatures' spaces and stop there. Every creature in a space the whirlwind occupies

must make a DC 17 Dexterity saving throw. On a failure, a target takes 40 (6d10 + 7) bludgeoning damage and the whirlwind removes the most valuable visible item on the target, including wielded items, but not armor. If the saving throw is successful, the target takes half the bludgeoning damage and retains all possessions. The golem can remain in whirlwind form for up to 3 rounds, or it can transform back to its normal form on any of its turns as a bonus action.

Source: Tome of Beasts OGL

Horned Serpent

Large monstrosity, unaligned

Armor class: 18 (natural armor)

Hit points: 210 (20d10+100)

Speed: swim: 40 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+5	-3	+2	+3
(22)	(16)	(20)	(4)	(14)	(16)

Saving throws: Dex +7 Wis +6

Damage immunities: necrotic, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 16

Challenge rating: 12 (8,400 XP)

Amphibious. The horned serpent can breathe air and water.

Corpse Cough. Those who fail a saving throw against the horned serpent's Gem Gaze or bite attack become infected with the corpse cough disease. The infected creature can't benefit from short or long rests due to a constant, wet cough. The infected creature must succeed on a DC 17 Constitution saving throw each day or take 18 (4d8) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this effect reduces its hp maximum to 0. The reduction lasts until the target is cured of the disease with a greater restoration spell or similar magic.

If the infected creature comes into physical contact with a blood relative before the disease is cured, the relative must succeed on a **DC 17 Constitution** saving throw or also become infected with the disease. The blood relative is afflicted with a constant, wet cough within hours of infection, but the disease's full effects don't manifest until **1d4** days later. Corpse cough is so named due to the smell of the cough as the infected creature's lungs become necrotic.

Poisonous Aura. At the start of each of the horned serpent's turns, each creature within 20 feet of it must make a **DC 17 Constitution** saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Shielded Mind. The horned serpent is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Multiattack. The horned serpent makes one gore attack and one bite attack.

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) piercing damage.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target must succeed on a **DC 17 Constitution** saving throw or become infected with the corpse cough disease (see the Corpse Cough trait).

Gem Gaze (Recharge 5-6). The horned serpent's gem flashes, bathing a 30-foot cone in iridescent light. Each creature in the area must make a **DC 17 Constitution** saving throw. On a failed save, a creature takes 35 (10d6) radiant damage and is infected with the corpse cough disease (see the Corpse Cough trait). On a success, a creature takes half the damage and isn't infected with the disease. Gem Gaze has no effect on constructs and undead.

Source: *Creature Codex OGL*

Mavka

Medium undead, chaotic evil

Armor class: 17 (natural armor)

Hit points: 170 (20d8 + 80)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+1	+1	+4
(20)	(15)	(18)	(13)	(13)	(18)

Saving throws: Str +9 Dex +6 Con +8 Cha +8

Damage immunities: cold, lightning

Senses: darkvision 90 ft., passive Perception 15

Languages: Common, Infernal, Sylvan

Challenge rating: 12 (8,400 XP)

Innate Spellcasting. the mavka's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

constant: protection from evil and good

at will: create or destroy water, dancing lights, ray of frost, resistance, witch bolt

3/day each: darkness, hold person, inflict wounds, invisibility, silence

1/day each: animate dead, bestow curse, blindness/deafness, contagion, dispel magic, vampiric touch

Nightmare Mount. A mavka is bonded to a nightmare when it is created. Mavkas are encountered with their mounts 95% of the time.

Sunlight Hypersensitivity. The mavka takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Skein Witch

Multiattack. The mavka makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage plus 11 (2d10) necrotic damage.

Source: *Tome of Beasts OGL*

Skein Witch

Medium celestial, neutral

Armor class: 20 (natural armor)

Hit points: 162 (25d8 + 50)

Speed: walk: 30 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+1	+2	+3	+5	+5
(6)	(12)	(14)	(16)	(20)	(20)

Saving throws: Int +8 Wis +10 Cha +10

Damage immunities: fire, lightning, psychic

Senses: truesight 60 ft., passive Perception 25

Languages: Celestial, telepathy (100 ft.)

Challenge rating: 12 (8,400 XP)

Bend Fate (3/day). If the skein witch fails a saving throw, she may choose to succeed instead and reflect the effect of the failed saving throw onto one enemy within 30 feet. The skein witch still suffers the effect of a successful saving throw, if any. The new target is entitled to a saving throw as if it were the original target of the attack, but with disadvantage.

Fear All Cards. If a deck of many things is brought within 30 feet of a skein witch, she emits a psychic wail and disintegrates.

Magic Resistance. The skein witch has advantage on saving throws against spells and other magical effects.

Misty Step (At Will). The skein witch can step between places as a bonus action.

Sealed Destiny (1/Day). The skein witch attunes herself to the threads of the PCs' fates. Ask each player to write down their prediction of how the PC to their left will die, and at what level. Collect the notes without revealing the answers. When one of those PCs dies, reveal the prediction. If the character died in the manner predicted, they fulfill their destiny and are immediately resurrected by the gods as a reward. If they died at or within one level of the prediction, they return to life with some useful insight into the destiny of someone important.

Actions

Multiattack. The skein witch makes two Inexorable Thread attacks.

Inexorable Threads. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. Hit: 27 (5d8 + 5) radiant damage, and the target is "one step closer to death." If the target is reduced to 0 hit points, it's treated as if it's already failed one death saving throw. This effect is cumulative; each inexorable threads hit adds one unsuccessful death saving throw. If a character who's been hit three or more times by inexorable threads is reduced to 0 hit points, he or she dies immediately. This effect lasts until the character completes a long rest.

Bind Fates (1/Day). One target within 60 feet of the skein witch must make a **DC 18 Wisdom** saving throw. On a failed save, the target's fate is bound to one randomly of the target. Any damage or condition the target suffers is inflicted on the individual to which they are bound instead, and vice versa. A creature can be bound to only one other creature at a time. This effect lasts until either of the affected creatures gains a level, or until a heal or heroes' feast lifts this binding.

Destiny Distortion Wave (Recharge 5-6). The skein witch projects a 60-foot cone of distortion that frays the strands of fate. All targets in the cone take 55 (10d10) force damage, or half damage with a successful

DC 18 Wisdom saving throw. In addition, if more than one target that failed its saving throw is affected by a condition, those conditions are randomly redistributed among the targets with failed saving throws.

Source: Tome of Beasts OGL

Son Of Fenris

Huge monstrosity, chaotic evil

Armor class: 17 (natural armor)

Hit points: 175 (14d12 + 84)

Speed: walk: 60 ft., burrow: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+3	+6	+3	+4	+2
(26)	(16)	(23)	(16)	(18)	(14)

Saving throws: Dex +7 Con +10 Wis +8

Damage immunities: cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: truesight 60 ft., tremorsense 100 ft., passive Perception 14

Languages: Common, Celestial, Draconic, Elvish, Dwarvish, Giant, Infernal, telepathy 60 ft.

Challenge rating: 12 (8,400 XP)

Keen Hearing and Smell. The son of Fenris has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The son of Fenris' weapon attacks are magical.

Arctic Tunneler. While in snow or ice, the Son of Fenris' burrow speed increases to 30 ft.

Spellcasting. the son of Fenris is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. It has the following cleric spells prepared:

cantrips (at will): guidance, light, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): bane, command, guiding bolt, sanctuary

2nd level (3 slots): blindness/deafness, hold person, silence

3rd level (3 slots): animate dead, bestow curse, dispel magic

4th level (3 slots): banishment, death ward, locate creature

5th level (2 slots): contagion, scrying

6th level (1 slot): harm

7th level (1 slot): plane shift

8th level (1 slot): earthquake

Trampling Charge. If the son of Fenris moves at least 20 feet straight toward a creature and hits it with a slam attack on that turn, that target must succeed on a **DC 18 Strength** saving throw or be knocked prone. If it is knocked prone, the son of Fenris can make another slam attack against it as a bonus action.

Actions

Multiattack. The son of Fenris makes one bite attack and one slam attack.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 18). If the target was already grappled, it is swallowed instead. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects from outside the son of Fenris, and it takes 28 (8d6) acid damage at the start of each of the son of Fenris's turns. It can swallow only one creature at a time. If it takes 45 damage or more on a single turn from the swallowed creature, it must succeed on a **DC 17 Constitution** saving throw at the end of that turn or regurgitate the

Titanoboa

creature, which falls prone in a space within 10 feet of the son of Fenris. If the son of Fenris dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) bludgeoning damage.

Acid Breath (Recharge 5-6). The son of Fenris exhales acid in a 60-foot line that is 10 feet wide. Each creature in the line takes 45 (10d8) acid damage, or half damage with a successful DC 18 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Titanoboa

Gargantuan beast, unaligned

Armor class: 14 (natural armor)

Hit points: 232 (15d20 + 75)

Speed: walk: 40 ft., climb: 40 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+5	-4	0	-4
(26)	(10)	(20)	(3)	(10)	(3)

Saving throws: Dex +5 Wis +5

Senses: blindsight 10 ft., passive

Perception 15

Languages: -

Challenge rating: 12 (8,400 XP)

Slither. If the titanoboa hasn't eaten a Huge creature in the last 24 hours, it can move through a space as narrow as 10 feet wide without squeezing, or 5 feet while squeezing.

Sparkling Scales. The titanoboa's scales refract light in iridescent cascades that are hypnotic to gaze upon. If the titanoboa is in bright light, a creature within 30 feet that looks at it must make a successful DC 17 Wisdom saving throw or be stunned until the end of its next turn. Unless

surprised, a creature can avoid the saving throw by choosing to avert its eyes at the start of its turn. A creature that averts its eyes can't see the titanoboa until the start of its next turn, when it can choose to avert its eyes again. If the creature looks at the titanoboa in the meantime, it must immediately make the saving throw.

Actions

Multiattack. The titanoboa makes one bite attack and one constrict attack.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the titanoboa. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the snake, and takes 21 (6d6) acid damage at the start of each of the titanoboa's turns. If the titanoboa takes 30 damage or more on a single turn from a creature inside it, the titanoboa must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the titanoboa. If the titanoboa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 27 (3d12 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the titanoboa can't constrict another target.

Source: *Tome of Beasts OGL*

Tosculi Hive-Queen

Large monstrosity, lawful evil

Armor class: 17

Hit points: 157 (15d10 + 75)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+7	+5	+3	+3	+4
(17)	(24)	(20)	(16)	(16)	(18)

Saving throws: Dex +12 Con +10 Wis +8 Cha +9

Damage immunities: poison

Condition immunities: charmed, poisoned

Senses: darkvision 60 ft., passive Perception 18

Languages: Common, Deep Speech, Gnoll, Infernal, Tosculi

Challenge rating: 12 (8,400 XP)

Legendary Resistance (3/Day). If the hive-queen fails a saving throw, it can choose to succeed instead.

Hive Mind. The hive-queen is the psychic nexus for every tosculi in her hive. She is aware of the direction and distance to all members of the hive, can telepathically communicate with them when they are within 20 miles, and can sense what they sense when they are within 1 mile of her. Tosculi from her hive that travel more than 20 miles away instinctively know the direction and distance to the hive and try to return. Hive-queens sometimes dispatch rescue missions to recover separated members of the hive.

Hive Queen Lair. on initiative count 20 (losing initiative ties), the hive-queen takes a lair action to cause one of the following effects:

- The tosculi hive-queen releases a cloud of pheromones that drives the tosculi to fight harder. All tosculi within 60 feet of the hive-queen (including the hive-queen herself) regain 7 (2d6) hit points.
- A swarm of tiny tosculi offspring crawls from its nest and attacks a creature within 120 feet of the hive-queen, automatically doing 10 (4d4) piercing damage. Then the swarm dies.
- The ceiling above one creature that the hive-queen can see within 120 feet of

her drips sticky resin. The creature must make a successful DC 15 **Dexterity** saving throw or be encased in rapidly-hardening resin. A creature encased this way is restrained. It can free itself, or another creature within 5 feet can free it, by using an action to make a successful DC 15 **Strength** check. If the creature is still encased the next time the initiative count reaches 20, the resin hardens, trapping it. The trapped creature can't move or speak; attack rolls against it have disadvantage because it is encased in resin armor; it automatically fails Strength and Dexterity saving throws; and it has resistance to all damage. The trapped creature is released when the resin is destroyed (AC 10, 20 HP, immune to cold, fire, necrotic, poison, psychic, radiant, and piercing damage).

the tosculi hive-queen can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

Regional Effects. the region containing a tosculi hive-queen's lair is warped by the creature's presence, which creates one or more of the following effects:

- Intelligent creatures within 6 miles suffer frequent headaches. It's as if they had a constant buzzing inside their heads.
- Beasts within 6 miles are more irritable and violent than usual and have the Blood Frenzy trait: The beast has advantage on melee attack rolls against a creature that doesn't have all its hit points.

if the tosculi hive-queen dies, the buzzing disappears immediately, and the beasts go back to normal within 1d10 days.

Actions

Multiattack. The hive-queen makes four scimitar attacks.

Undead Phoenix

Scimitar. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Stinger. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (1d6 + 7) piercing damage, and the target must succeed on a **DC 18 Constitution** saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glitter Dust. The hive-queen produces a cloud of glittering golden particles in a 30-foot radius. Each creature that is not a tosculi in the area must succeed on a **DC 18 Constitution** saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Implant Egg. The hive-queen implants an egg into an incapacitated creature within 5 feet of her that is neither undead nor a construct. Until the egg hatches or is removed, the creature is poisoned, paralyzed, and does not need to eat or drink. The egg hatches in 1d6 weeks, and the larval tosculi kills the host creature. The implanted egg can be removed with a successful **DC 20 Wisdom** (Medicine) check or by a spell or magical effect that cures disease.

Legendary actions

Flight. The hive-queen flies up to half its flying speed.

Stinger Attack. The hive-queen makes one stinger attack.

Glitter Dust (Costs 2 Actions). The hive-queen uses Glitter Dust.

Source: Tome of Beasts OGL

Undead Phoenix

Huge undead, chaotic evil

Armor class: 17 (natural armor)

Hit points: 142 (15d12+45)

Speed: fly: 90 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+3	-1	+3	-1
(23)	(14)	(17)	(8)	(17)	(9)

Saving throws: Str +10 Con +7 Wis +7

Damage immunities: necrotic, fire, poison

Condition immunities: poisoned

Senses: darkvision 120 ft., passive

Perception 17

Challenge rating: 12 (8,400 XP)

Bilious Aura. A living creature that starts its turn within 10 feet of the undead phoenix can't regain hp and has disadvantage on Constitution saving throws until the start of its next turn.

Eternal Unlife. If it dies, the undead phoenix reverts into a pile of necrotic-tainted ooze and is reborn in 24 hours with all of its hp. Only killing it with radiant damage prevents this trait from functioning.

Actions

Multiattack. The undead phoenix makes three attacks: two with its claws and one with its decaying bite.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) slashing damage.

Decaying Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 14 (4d6) necrotic damage. The target must succeed on a **DC 15 Constitution** saving throw or be cursed with perpetual decay. The cursed target can't regain hp until the curse is lifted by the remove curse spell or similar magic.

Source: Creature Codex OGL

Venom Maw Hydra

Huge monstrosity, unaligned

Armor class: 15 (natural armor)
 Hit points: 231 (22d12+88)
 Speed: swim: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	-3	0	-2
(19)	(17)	(18)	(5)	(10)	(7)

Damage immunities: acid
Senses: darkvision 60 ft., passive Perception 18
Challenge rating: 12 (8,400 XP)

Amphibious. The venom maw hydra can breathe air and water.

Multiple Heads. The venom maw hydra has five heads. While it has more than one head, the venom maw hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hp for each head regrown in this way.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The venom maw hydra makes as many bite or spit attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage and 5 (2d4) acid damage.

Spit. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 10 (3d6) acid damage, and the target must succeed on a DC 16 Dexterity saving throw or be poisoned until the end of its next turn.

Venom Spray (Recharge 5-6). The hydra sprays caustic liquid in a 30-foot cone. Each creature in the area must make a DC

16 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary actions

Bite. The venom maw hydra makes one bite attack.

Spit (Costs 2 Actions). The venom maw hydra makes one spit attack.

Wallowing Rampage (Costs 3 Actions). When the venom maw hydra is in water, it wallows, causing the water to hiss, froth, and splash within 20 feet. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Challenge 13

Adult Brass Dragon

Huge dragon, chaotic good

Armor class: 18 (natural armor)
Hit points: 172 (15d12 + 75)
Speed: walk: 40 ft., burrow: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+2	+1	+3
(23)	(10)	(21)	(14)	(13)	(17)

Saving throws: Dex +5 Con +10 Wis +6
Cha +8

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft.,
passive Perception 21

Languages: Common, Draconic

Challenge rating: 13 (10,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach, 0 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 **Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving

throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Fire Breath. The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 **Dexterity** saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.
Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 **Constitution** saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 **Dexterity** saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult White Dragon

Huge dragon, chaotic evil

Armor class: 18 (natural armor)
Hit points: 200 (16d12 + 96)
Speed: walk: 40 ft., burrow: 30 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+6	-1	+1	+1
(22)	(10)	(22)	(8)	(12)	(12)

Devil Shark

Saving throws: Dex +5 Con +11 Wis +6 Cha +6

Damage immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic

Challenge rating: 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a **DC 14 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a **DC 19 Constitution** saving throw, taking 54

(12d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a **DC 19 Dexterity** saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Devil Shark

Gargantuan monstrosity, neutral evil

Armor class: 16 (natural armor)

Hit points: 198 (12d20+72)

Speed: swim: 60 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+2	+6	+2	+5	+2
(24)	(14)	(22)	(14)	(20)	(14)

Saving throws: Dex +7 Con +11 Wis +10

Damage immunities: cold

Senses: blindsight 60 ft., passive Perception 20

Languages: Aquan, Deep Speech, telepathy 120 ft.

Challenge rating: 13 (10,000 XP)

Blood Frenzy. The devil shark has advantage on melee attack rolls against any creature that doesn't have all its hp.

Keen Smell. The devil shark has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The devil shark has advantage on saving throws against spells and other magical effects.

Shark Telepathy. The devil shark can magically command any shark within 120 feet of it, using a limited telepathy. This command is limited to simple concepts such as “come here,” “defend me,” or “attack this target.”

Water Breathing. The devil shark can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 29 (4d10 + 7) piercing damage and the target is grappled (escape DC 18).

Swallow. The devil shark makes one bite attack against a Large 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 devil shark, and it takes 21 (6d6) acid damage at the start of each of the devil shark’s turns. A devil shark can have two Large, four Medium, or six Small creatures swallowed at a time.

If the devil shark takes 30 damage or more on a single turn from a swallowed creature, the devil shark must succeed on a **DC 18 Constitution** saving throw or regurgitate all swallowed creatures, which fall prone within 10 feet of the devil shark. If the devil shark dies, a swallowed creature is no longer restrained by it and can escape by using 20 feet of movement, exiting prone.

Freezing Breath (Recharge 5-6). The devil shark exhales a 60-foot cone of supernaturally cold water. Each creature in that area must make a **DC 18 Constitution** saving throw. On a failed save, a target takes 54 (12d8) cold damage and is pushed 20 feet away from the devil shark. On a success, a target takes half the damage but isn’t pushed.

Source: *Creature Codex OGL*

Haugbui

Medium undead, lawful neutral

Armor class: 18 (natural armor)

Hit points: 136 (16d8 + 64)

Speed: hover: True ft., walk: 0 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+2	+5	+3
(18)	(17)	(18)	(15)	(20)	(16)

Saving throws: Dex +8 Con +9 Wis +10

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 60 ft., passive Perception 20

Languages: the languages it spoke in life; telepathy 120 ft.

Challenge rating: 13 (10,000 XP)

Incorporeal Movement. The haugbui can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. the haugbui’s innate spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components:

constant: detect thoughts, invisibility, mage hand, scrying

at will: dancing lights, druidcraft, mending, spare the dying

7/day each: bane, create or destroy water, fog cloud, purify food and drink

5/day each: blindness/deafness, gust of wind, locate object, moonbeam, shatter

3/day each: bestow curse, dispel magic, plant growth, remove curse, telekinesis

1/day each: blight, contagion, dream

Mask Wight

1/week each: geas, hallow

Legendary Resistance (3/Day). If the haugbui fails a saving throw it can choose to succeed instead.

Sepulchral Scrying (1/Day). An invisible magical eye is created under the haugbui's control, allowing it to watch its territory without leaving the burial mound. The eye travels at the speed of thought and can be up to 5 miles from the haugbui's location. The haugbui can see and hear as if it were standing at the eye's location, and it can use its innate spellcasting abilities as if it were at the eye's location. The eye can be noticed with a successful **DC 18 Wisdom** (Perception) check and can be dispelled as if it were 3rd-level spell. Spells that block other scrying spells work against Sepulchral Scrying as well. Unless dismissed by its creator or dispelled, lasts for up to 12 hours after its creation; only one can be created per 24-hour period.

Sunlight Sensitivity. While in sunlight, the haugbui has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The haugbui has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The haugbui makes two psychic claw attacks.

Psychic Claw. Ranged Magical Attack: +10 to hit, range 40 ft., one target. Hit: 32 (6d8 + 5) psychic damage.

Source: *Tome of Beasts OGL*

Mask Wight

Medium undead, neutral evil

Armor class: 19 (natural armor)

Hit points: 207 (18d8 + 126)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+4	+7	+2	+3	+4
(22)	(18)	(24)	(15)	(16)	(18)

Saving throws: Str +11 Dex +9 Con +12 Int +7 Wis +8 Cha +9

Damage immunities: necrotic, poison

Condition immunities: charmed, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses: darkvision 60 ft., truesight 30 ft., passive Perception 13

Languages: Common, Giant, Infernal

Challenge rating: 13 (10,000 XP)

Innate Spellcasting. the wight's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

at will: alter self

1/day each: counterspell, dispel magic, enlarge/reduce, spider climb, tongues

1/week: gate

Single-minded Purpose. The wight has advantage on attack rolls against followers of the fiend it is tasked to destroy and those in its target's employ (whether or not they are aware of their employer), as well as the fiend itself.

Actions

Multiattack. The mask wight makes one Khopesh of Oblivion attack and one Enervating Spiked Gauntlet attack.

Khopesh of Oblivion. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) slashing damage, and the target must succeed on a **DC 17 Wisdom** saving throw or some cherished material thing disappears from the universe, and only the target retains any memory of it. This item can be as large as a building, but it can't be a living entity and it can't be on the target's person or within the target's sight.

Enervating Spiked Gauntlet. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) bludgeoning damage plus 11 (2d10) necrotic damage, and the target must succeed on a DC 17 **Wisdom** saving throw or gain 1 level of exhaustion. The target recovers from all exhaustion caused by the enervating spiked gauntlet at the end of its next long rest.

Wail of the Forgotten (Recharge 6). The mask wight emits an ear-piercing wail. All creatures within 30 feet of the wight take 65 (10d12) thunder damage and are permanently deafened; a successful DC 17 **Charisma** saving throw reduces damage to half and limits the deafness to 1d4 hours. Targets slain by this attack are erased from the memories of every creature in the planes, all written or pictorial references to the target fade away, and its body is obliterated. The only exception is those who personally witnessed the death. Restoring such a slain creature requires a wish or divine intervention; no mortal remembers the creature's life or death.

Source: *Tome of Beasts OGL*

Nalfeshnee

Large fiend, chaotic evil

Armor class: 18 (natural armor)

Hit points: 184 (16d10 + 96)

Speed: walk: 20 ft., fly: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	0	+6	+4	+1	+2
(21)	(10)	(22)	(19)	(12)	(15)

Saving throws: Con +11 Int +9 Wis +6 Cha +7

Damage immunities: poison

Condition immunities: poisoned

Senses: truesight 120 ft., passive Perception 11

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 13 (10,000 XP)

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 **Wisdom** saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A nalfeshnee has a 50 percent chance of summoning 1d4 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: *Systems Reference Document*

Rakshasa*Medium fiend, lawful evil*

Armor class: 16 (natural armor)

Hit points: 110 (13d8 + 52)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+1	+3	+5
(14)	(17)	(18)	(13)	(16)	(20)

Damage immunities: bludgeoning, piercing, and slashing from nonmagical weapons**Senses:** darkvision 60 ft., passive Perception 13**Languages:** Common, Infernal**Challenge rating:** 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion 3/day each: charm person, detect magic, invisibility, major image, suggestion 1/day each: dominate person, fly, plane shift, true seeing

Actions

Multiattack. The rakshasa makes two claw attacks

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is

lifted by a remove curse spell or similar magic.

*Source: Systems Reference Document***Spinosaurus***Gargantuan beast, unaligned*

Armor class: 15 (natural armor)

Hit points: 231 (14d20 + 84)

Speed: walk: 60 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	-1	+6	-4	0	0
(27)	(9)	(22)	(2)	(11)	(10)

Senses: passive Perception 13**Languages:** -**Challenge rating:** 13 (10,000 XP)

Tamed. The spinosaurus will never willingly attack any reptilian humanoid, and if forced or magically compelled to do so, it suffers disadvantage on attack rolls. Up to twelve Medium or four Large creatures can ride the spinosaurus. This trait disappears if the spinosaurus spends a month away from any reptilian humanoid.

Siege Monster. The spinosaurus deals double damage to objects and structures.

Actions

Multiattack. The spinosaurus makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). When the spinosaurus moves, the grappled creature moves with it. Until this grapple ends, the target is restrained and the spinosaurus can't bite another target.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 21 (3d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the spinosaurus' choice that is within 120 feet of the spinosaurus and aware of it must succeed on a **DC 18 Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spinosaurus' Frightful Presence for the next 24 hours.

Legendary actions

Move. The spinosaurus moves up to half its speed.

Roar. The spinosaurus uses Frightful Presence.

Tail Attack (Costs 2 Actions). The spinosaurus makes one tail attack.

Source: Tome of Beasts OGL

Steam Golem

Large construct, unaligned

Armor class: 18 (natural armor)

Hit points: 171 (18d10 + 72)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+4	-4	0	-5
(26)	(12)	(18)	(3)	(10)	(1)

Damage immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands its creator's

languages but can't speak

Challenge rating: 13 (10,000 XP)

Boiler Weakness. A steam golem that's immersed in water or whose boiler is soaked with at least 20 gallons of water (such as from a water elemental) may be stopped in its tracks by the loss of steam pressure in the boiler. In the case of a water elemental, dousing a steam golem destroys the elemental and the golem must make a **DC 20 Constitution** saving throw. If it succeeds, the water instantly evaporates and the golem continues functioning normally. If it fails, the golem's fire is extinguished and the boiler loses pressure. The steam golem acts as if affected by a slow spell for **1d3** rounds, then becomes paralyzed until its fire is relit and it spends 15 minutes building up pressure.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Extend Long Ax. A steam golem can extend or retract one arm into long ax form as a bonus action.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The steam golem makes two ax arm attacks, or one long axe attack.

Ax Arm. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

Long Axe. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 40 (5d12 + 8) slashing damage.

Steam Blast (Recharge 5-6). A steam golem can release a blast of steam. The golem chooses whether to affect a 5-foot radius around itself or a 20-foot cube adjacent to

Storm Giant

itself. Creatures in the affected area take 38 (7d10) fire damage, or half damage with a successful DC 17 **Constitution** saving throw.

Source: *Tome of Beasts OGL*

Storm Giant

Huge giant, chaotic good

Armor class: 16 (scale mail)

Hit points: 230 (20d12 + 100)

Speed: walk: 50 ft., swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+2	+5	+3	+4	+4
(29)	(14)	(20)	(16)	(18)	(18)

Saving throws: Str +14 Con +10 Wis +9 Cha +9

Damage immunities: lightning, thunder

Senses: passive Perception 19

Languages: Common, Giant

Challenge rating: 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: detect magic, feather fall, levitate, light 3/day each: control weather, water breathing

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 **Dexterity** saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Storm Lord

Huge elemental, neutral

Armor class: 17 (natural armor)

Hit points: 161 (17d12+51)

Speed: fly: 50 ft., hover: True ft., walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+3	+1	+2	+4
(20)	(18)	(16)	(12)	(14)	(18)

Saving throws: Str +10 Con +8 Wis +7

Damage immunities: poison

Condition immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive Perception 17

Languages: Aquan

Challenge rating: 13 (10,000 XP)

Tempest. The storm lord is surrounded in a 120-foot-radius by a ferocious storm. The storm imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks based on sight or hearing within the area. The storm lord's own senses and attacks are not impaired by this trait.

The tempest extinguishes open flames and disperses fog. A flying creature in the tempest must land at the end of its turn or fall.

Each creature that starts its turn within 30 feet of the storm lord must succeed on a DC 16 **Strength** saving throw or be pushed 15 feet away from the storm lord. Any

creature within 30 feet of the storm lord must spend 2 feet of movement for every 1 foot it moves when moving closer to the storm lord.

Actions

Multiattack. The storm lord makes two slam attacks or two lightning bolt attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 29 (7d6 + 5) bludgeoning damage.

Lightning Bolt. Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 31 (7d8) lightning damage.

Thunder Clap (Recharge 5-6). The storm lord creates a peal of ear-splitting thunder. Each creature within 30 feet of the storm lord must make a **DC 17 Constitution** saving throw. On a failure, a target takes 54 (12d8) thunder damage and is deafened. On a success, a target takes half the damage but isn't deafened. The deafness lasts until it is lifted by the lesser restoration spell or similar magic.

Source: *Creature Codex OGL*

Stuhac

Medium fiend, neutral evil

Armor class: 18 (natural armor)

Hit points: 190 (20d8 + 100)

Speed: walk: 40 ft., climb: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+4	+5	+1	+3	+2
(22)	(18)	(20)	(12)	(16)	(15)

Saving throws: Str +11 Dex +9 Con +10 Cha +7

Damage immunities: cold, poison

Condition immunities: poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Infernal; telepathy 100 ft.

Challenge rating: 13 (10,000 XP)

Mountain Stride. Mountain slopes and stone outcroppings pose no obstacle to a stuhac's movement. In mountainous areas, it scrambles through difficult terrain without hindrance.

Powerful Leap. The stuhac can jump three times the normal distance: 66 feet horizontally or 27 feet vertically with a running start, or half those distances from a stationary start.

Shapechanger. The stuhac can use its action to polymorph into one of two forms: that of an elderly humanoid male, and its natural form. It cannot alter either form's appearance or capabilities using this ability, and damage sustained in one form transfers to the other form.

Actions

Multiattack. The stuhac makes two claw attacks and one bite attack, or two claw attacks and one hobble.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 29 (5d8 + 6) slashing damage.

Hobble. A stuhac can cripple a creature by telekinetically tearing its tendons and ligaments. A stuhac can target one creature within 100 feet. The target must make a successful **DC 16 Constitution** saving throw or take 13 (3d8) force damage and its speed is reduced by 20 feet. Magical movement (flight, teleportation, etc.) is unaffected. This damage can only be cured through magical healing, not by spending hit dice or resting.

Source: *Tome of Beasts OGL*

Vampire Warlock - Variant

Medium undead, lawful evil

Vampire

Armor class: 16 (natural armor)

Hit points: 144 (17d8 + 68)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+2	+4
(18)	(18)	(18)	(17)	(15)	(18)

Saving throws: Dex +9 Wis +7 Cha +9

Senses: darkvision 120 ft., passive

Perception 17

Languages: the languages it knew in life

Challenge rating: 13 (10,000 XP)

Innate Spellcasting. the vampire's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components.

at will: darkness, dominate person, invisibility, misty step

1/day each: arms of hadar, disguise self, dissonant whispers, detect thoughts, hold monster

Actions

Bloody Arms. The vampire warlock saturates itself in its own blood, causing 20 poison damage to itself. For 1 minute, its armor class increases to 20 and its unarmed strike and bite attacks do an additional 7 (2d6) poison damage.

Call the Blood. The vampire warlock targets one humanoid it can see within 60 feet. The target must be injured (has fewer than its normal maximum hit points). The target's blood is drawn out of the body and streams through the air to the vampire warlock. The target takes 25 (6d6 + 4) necrotic damage and its hit point maximum is reduced by an equal amount until the target finishes a long rest; a successful DC 17 **Constitution** saving throw prevents both effects. The vampire warlock regains hit points equal to half the damage dealt. The target dies if this effect reduces its hit point maximum to 0.

Blood Puppet. The vampire warlock targets one humanoid it can see within 30 feet. The target must succeed on a DC 17 **Wisdom** saving throw or be dominated by the vampire warlock as if it were the target of a dominate person spell. The target repeats the saving throw each time the vampire warlock or the vampire's companions do anything harmful to it, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire warlock is destroyed, is on a different plane of existence than the target, or uses a bonus action to end the effect; the vampire warlock doesn't need to concentrate on maintaining the effect.

Children of Hell (1/Day). The vampire warlock magically calls 2d4 imps or 1 shadow. The called creatures arrive in 1d4 rounds, acting as allies of the vampire warlock and obeying its spoken commands, and remain for 1 hour, until the vampire warlock dies, or until the vampire warlock dismisses them as a bonus action.

Legendary actions

Unarmed Strike. The vampire warlock makes one unarmed strike.

Call the Blood (Costs 2 Actions). The vampire warlock uses call the blood.

Source: Tome of Beasts OGL

Vampire

Medium undead, lawful evil

Armor class: 16 (natural armor)

Hit points: 144 (17d8 + 68)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+2	+4
(18)	(18)	(18)	(17)	(15)	(18)

Saving throws: Dex +9 Wis +7 Cha +9

Senses: darkvision 120 ft., passive

Perception 17

Languages: the languages it knew in life
Challenge rating: 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait

doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws: **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants. **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water. **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed. **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises

Vampire

the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a **DC 17 Wisdom** saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls **2d4** swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call **3d6** wolves instead. The called creatures arrive in **1d4** rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary actions

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Source: Systems Reference Document

Challenge 14

Adult Black Dragon

Huge dragon, chaotic evil

Armor class: 19 (natural armor)

Hit points: 195 (17d12 + 85)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+2	+1	+3
(23)	(14)	(21)	(14)	(13)	(17)

Saving throws: Dex +7 Con +10 Wis +6 Cha +8

Damage immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic

Challenge rating: 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult Copper Dragon

Huge dragon, chaotic good

Armor class: 18 (natural armor)

Hit points: 184 (16d12 + 80)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	+4	+2	+3
(23)	(12)	(21)	(18)	(15)	(17)

Saving throws: Dex +6 Con +10 Wis +7 Cha +8

Damage immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Common, Draconic

Challenge rating: 14 (11,500 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1

minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult Mithral Dragon

Huge dragon, neutral

Armor class: 18 (natural armor)

Hit points: 184 (16d12 + 80)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+4	+5	+5	+5	+5
(27)	(18)	(21)	(20)	(21)	(20)

Saving throws: Dex +9 Con +10 Int +10
Wis +10 Cha +10

Damage immunities: acid, thunder

Condition immunities: charmed

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages: Celestial, Common, Draconic, Primordial

Challenge rating: 14 (11,500 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. the dragon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It

Adult Void Dragon

can innately cast the following spells, requiring no material components:

at will: tongues

5/day each: dispel magic, enhance ability

Spellcasting. the dragon is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The dragon has the following wizard spells prepared:

cantrips (at will): acid splash, light, mage hand, prestidigitation

1st level (4 slots): charm person, expeditious retreat, magic missile, unseen servant

2nd level (3 slots): blur, hold person, see invisibility

3rd level (3 slots): haste, lightning bolt, protection from energy

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage, and the target loses 4 hit points from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 4 hp per round for each bleeding wound it's taken from a mithral dragon's claws.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). A mithral dragon can spit a 60-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 42 (12d6) magical slashing damage and lose another 8 hit points from bleeding at the start of their turns for 6 rounds; slashing and bleed damage are halved by a successful DC 18 Dexterity saving throw. Only magical healing stops the bleeding before 6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Tome of Beasts OGL

Adult Void Dragon

Huge dragon, chaotic neutral

Armor class: 19 (natural armor)

Hit points: 229 (17d12 + 119)

Speed: hover: True ft., walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+7	+3	+1	+5
(24)	(10)	(25)	(16)	(13)	(21)

Saving throws: Dex +5 Con +12 Wis +6 Cha +10

Damage immunities: cold

Condition immunities: charmed, frightened

Senses: passive Perception \$1

Languages: Common, Draconic, Void Speech

Challenge rating: 14 (11,500 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Void Dweller. As ancient void dragon.

Actions

Multiattack. The dragon can use its Aura of Madness. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 7 (2d6) cold damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 3 (1d6) cold damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Aura of Madness. As ancient void dragon, with DC 18 Wisdom saving throw.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Gravitic Breath. The dragon exhales a 60-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per

10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, must make a DC 20 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (9d6) fire damage and 31 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

Teleport. The dragon magically teleports to any open space within 100 feet.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then teleport to an unoccupied space within 40 feet.

Void Cache (Costs 3 Actions). The dragon can magically reach into its treasure hoard and retrieve one item. If it is holding an item, it can use this ability to deposit the item into its hoard.

Source: *Tome of Beasts OGL*

Azi Dahaka

Huge dragon, chaotic evil

Cambium

Armor class: 15 (natural armor)

Hit points: 157 (15d12+60)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+2	+1	+3
(21)	(14)	(19)	(14)	(13)	(17)

Saving throws: Dex +7 Con +9 Wis +6 Cha +8

Damage immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic, Infernal

Challenge rating: 14 (11,500 XP)

Legendary Resistance (3/Day). If Azi Dahaka fails a saving throw, it can choose to succeed instead.

Magic Resistance. Azi Dahaka has advantage on saving throws against spells and other magical effects.

Multiple Heads. Azi Dahaka's three heads grant it advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Reactive Heads. Azi Dahaka gets two extra reactions that can be used only for opportunity attacks.

Vermin Blood. A creature that hits Azi Dahaka with a melee attack while within 5 feet takes 4 (1d8) piercing damage and 4 (1d8) poison damage as the dragon's blood becomes biting and stinging vermin.

Actions

Multiattack. Azi Dahaka makes three bite attacks and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage

Claw. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Storm Breath (Recharge 5-6). Azi Dahaka exhales a blast of wind and lightning in a 60-foot cone. Each creature in that area must make a **DC 18 Dexterity** saving throw. On a failure, a target takes 22 (4d10) bludgeoning damage and 18 (4d8) lightning damage, is pushed 25 feet away from Azi Dahaka, and is knocked prone. On a success, a target takes half the bludgeoning and lightning damage and is pushed, but isn't knocked prone. All nonmagical flames in the cone are extinguished.

Legendary actions

Control Weather. Azi Dahaka can alter the weather in a 5-mile radius centered on itself. The effect is identical to the control weather spell, except the casting time and effects are immediate. Call Lightning (Cost 2 Actions). A bolt of lightning flashes down from the clouds to a point Azi Dahaka can see within 100 feet of it. Each creature within 5 feet of that point must make a **DC 20 Dexterity** saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). Azi Dahaka beats its wings. Each creature within 10 feet of the dragon must succeed on a **DC 20 Dexterity** saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. Azi Dahaka can then fly up to half its flying speed.

Source: *Creature Codex OGL*

Cambium

Large fiend, neutral evil

Armor class: 19 (natural armor)

Hit points: 264 (23d10 + 138)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+6	+3	+3	+4
(21)	(16)	(23)	(17)	(16)	(18)

Saving throws: Dex +8 Con +11 Int +8 Wis +8 Cha +9

Damage immunities: poison

Condition immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 18

Languages: Common, Draconic, Infernal

Challenge rating: 14 (11,500 XP)

Innate Spellcasting. the cambium's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The cambium can innately cast the following spells, requiring no material components:

constant: levitate

at will: alter self, detect thoughts, hold person, plane shift, spare the dying

3/day: cure wounds 21 (4d8 + 3), ray of sickness 18 (4d8), protection from poison, heal

1/day: finger of death

Actions

Multiattack. The cambium makes four needle fingers attacks.

Needle Fingers. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage. In addition, the target must make a **DC 19 Constitution** saving throw; if it fails, the cambium can either inflict Ability Damage or Imbalance Humors. A target makes this saving throw just once per turn, even if struck by more than one needle fingers attack.

Ability Damage (3/Day). When the target of the cambium's needle fingers fails its Constitution saving throw, one of its ability scores (cambium's choice) is reduced by 1d4 until it finishes a long rest. If this reduces a score to 0, the creature is unconscious until it regains at least one point.

Imbalance Humors (3/Day). When the target of the cambium's needle fingers fails its

Constitution saving throw, apply one of the following effects:

Sanguine Flux: *The target cannot be healed.* naturally or magically until after their next long rest.

Choleric Flux: *The target becomes confused (as the spell) for *3d6 rounds*.* The target can repeat the saving throw at the end of each of its turns to shrug off the flux before the duration ends.

Melancholic Flux: *The target is incapacitated for *1d4 rounds and slowed (as the spell) for 3d6 rounds*.* The target can repeat the saving throw at the end of each of its turns to shrug off the flux before the duration ends.

Phlegmatic Flux: *A successful *DC 18 Constitution saving throw negates this effect*.* A failed saving throw means the target gains one level of exhaustion which lasts for 3d6 rounds.

Source: Tome of Beasts OGL

Gypsosphinx

Large monstrosity, neutral evil

Armor class: 17 (natural armor)

Hit points: 171 (18d10 + 72)

Speed: walk: 40 ft., fly: 70 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+4	+4	+4
(20)	(14)	(18)	(18)	(18)	(18)

Damage immunities: psychic, poison

Condition immunities: poisoned

Senses: truesight 90 ft., passive Perception 19

Languages: Abyssal, Common, Darakhul, Sphinx

Challenge rating: 14 (11,500 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight)

Ice Devil

checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Mystic Sight. A gypsosphinx sees death coming and can foretell the manner of a person's death. This ability does not come with any urge to share that information. Gypsosphinxes are notorious for hinting, teasing, and even lying about a creature's death ("If we fight, I will kill you and eat your heart. I have seen it," is a favorite bluff).

Spellcasting. the sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

cantrips: (at will): mage hand, mending, minor illusion, poison spray

1st level (4 slots): comprehend languages, detect magic, identify

2nd level (3 slots): blur, darkness, locate object

3rd level (3 slots): dispel magic, glyph of warding, major image

4th level (3 slots): blight, greater invisibility

5th level (1 slot): cloudkill

Actions

Multiattack. The sphinx makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 32 (6d8 + 5) slashing damage.

Rake. If the sphinx succeeds with both claw attacks, it automatically follows up with a rake attack. If the target fails a DC 17 Dexterity check, it is knocked prone and takes 14 (2d8 + 5) slashing damage.

Legendary actions

Bite Attack. The sphinx makes one bite attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Source: Tome of Beasts OGL

Ice Devil

Large fiend, lawful evil

Armor class: 18 (natural armor)

Hit points: 180 (19d10 + 76)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+4	+2	+4
(21)	(14)	(18)	(18)	(15)	(18)

Saving throws: Dex +7 Con +9 Wis +7 Cha +9

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages: Infernal, telepathy 120 ft.

Challenge rating: 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

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) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Source: Systems Reference Document

Isonade

Gargantuan monstrosity, chaotic neutral

Armor class: 18 (natural armor)

Hit points: 222 (12d20 + 96)

Speed: swim: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+2	+8	-2	+4	-1
(30)	(14)	(26)	(6)	(18)	(8)

Saving throws: Str +14 Con +12 Wis +8

Damage immunities: ability damage/drain

Senses: darkvision 90 ft., passive Perception 18

Languages: understands Aquan and Elvish, but cannot speak

Challenge rating: 14 (11,500 XP)

Atmospheric Immunity. The isonade can comfortably exist at any level of the sea and suffers no penalties at any depth.

Magic Resistance. The isonade has advantage on saving throws against spells and other magical effects.

Water Breathing. The isonade can breathe only underwater.

Innate Spellcasting. the isonade's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: animal messenger

3/day each: control water, earthquake

1/day each: control weather, storm of vengeance, tsunami

Actions

Multiattack. The isonade makes one tail slap attack and one bite attack.

Bite. Melee Weapon Attack: 14 to hit, reach 15 ft., one target. Hit: 42 (*5d12* 10) piercing damage and the target is grappled

Orobas Devil

(escape DC 20). If the target was already grappled from a previous bite, it's also swallowed whole (see below).

Tail Slap. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 31 (6d6 + 10) bludgeoning damage.

Breach. The isonade leaps out of the water to crash down onto a target with devastating effect. The isonade must move 30 feet in a straight line toward its target before jumping. When jumping, the isonade travels up to 30 feet through the air before landing. Any creature occupying the space where the isonade lands takes 76 (12d10 + 10) bludgeoning damage and becomes submerged 10 feet below the surface of the water. Targets that make a successful DC 20 **Strength** saving throw take half damage and are not submerged, but are moved to the nearest unoccupied space. Boats and structures are not immune to this attack.

Swallow Whole. When the isonade's bite attack hits a target grappled from a previous bite attack, the target is also swallowed. The grapple ends, but the target is blinded and restrained, it has total cover against attacks and other effects outside the isonade, and it takes 36 (8d8) acid damage at the start of each of the isonade's turns. An isonade can have two Large, four Medium, or six Small creatures swallowed at a time. If the isonade takes 40 damage or more from a swallowed creature in a single turn, it must succeed on a DC 20 **Constitution** saving throw or regurgitate all swallowed creatures, which fall prone within 10 feet of the isonade. If the isonade dies, a swallowed creature is no longer restrained by it and can escape by using 20 feet of movement, exiting prone.

Source: *Tome of Beasts OGL*

Orobas Devil

Large fiend, lawful evil

Armor class: 19 (natural armor)

Hit points: 261 (14d10 + 126)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+9	+6	+8	+5
(26)	(14)	(28)	(23)	(26)	(21)

Saving throws: Str +12 Dex +7 Con +14 Wis +13

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: truesight 90 ft., passive Perception 23

Languages: Celestial, Darakhul, Draconic, Giant, Infernal, Undercommon, Void Speech; telepathy 100 ft.

Challenge rating: 14 (11,500 XP)

Knowing (3/day). An orobas can predict actions and alter chance accordingly. Three times per day, it can choose to have advantage on any attack or skill check.

Magic Resistance. The orobas has advantage on saving throws against spells and other magical effects.

Magic Weapons. The orobas's weapon attacks are magical.

Sage Advice. An orobas sometimes twists responses to a divination. It softens the answer, leaves crucial information out of the response, manipulates a convoluted answer, or outright lies. An orobas always has advantage on Deception and Persuasion checks when revealing the result of a divination.

Innate Spellcasting. the orobas' spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

constant: detect evil and good

at will: augury, protection from evil and good, teleport (self plus 50 lb of objects only)

5/day each: bestow curse, fireball, scorching ray

3/day each: antimagic field, chain lightning, contact other plane, dimension door, wall of fire

1/day each: eyebite, find the path, foresight

Actions

Multiattack. The orobas makes four attacks: one with its bite, one with its claw, one with its flail, and one with its stomp.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 18 (3d6 + 8) piercing damage. The target must succeed on a DC 18 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points and it takes 14 (4d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Flail. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage plus 18 (4d8) acid damage.

Stomp. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage.

Source: *Tome of Beasts OGL*

Smaragdine Golem

Large construct, unaligned

Armor class: 17 (natural armor)

Hit points: 231 (22d10 + 110)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7 (24)	0 (11)	+5 (21)	-4 (3)	0 (11)	-5 (1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 14 (11,500 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Absorb Magic. As a bonus action, the golem targets any creature, object, or magical effect within 10 feet of it. The golem chooses a spell already cast on the target. If the spell is of 3rd level or lower, the golem absorbs the spell and it ends. If the spell is of 4th level or higher, the golem must make a check with a +9 modifier. The DC equals 10 + the spell's level. On a successful check, the golem absorbs the spell and it ends. The golem's body glows when it absorbs a spell, as if under the effect of a light spell. A smaragdine golem can only hold one absorbed spell at a time.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 25 (4d8 + 7) bludgeoning damage.

Three-Headed Clockwork Dragon

Release Spell. The golem can release an absorbed spell effect as a blast of green energy, which blasts out as a sphere centered on the golem with a radius of 10 feet per level of the absorbed spell. All creatures in the area of effect other than the golem takes 7 (2d6) lightning damage per level of the absorbed spell, or half damage with a successful DC 18 Dexterity saving throw. Creatures that fail the saving throw are also blinded until the end of the golem's next turn.

Source: *Tome of Beasts OGL*

Three-Headed Clockwork Dragon

Huge construct, unaligned

Armor class: 18 (natural armor)

Hit points: 275 (22d12+132)

Speed: fly: 60 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+6	0	0	-5
(25)	(10)	(23)	(10)	(10)	(1)

Saving throws: Str +12 Con +11

Damage immunities: poison, psychic

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 20

Languages: understands Common but can't speak

Challenge rating: 14 (11,500 XP)

Bound. The dragon is magically bound to three circlets. As long as the dragon is within 1 mile of a circlet wearer on the same plane of existence, the wearer can communicate telepathically with the dragon. While the dragon is active, the wearers see through its eyes and hear what it hears. During this time, the wearers are deaf and blind with regard to their own senses.

If only two circlet wearers are within 1 mile of the active dragon each hour spent wearing the circlets imposes one level of

exhaustion on those wearers. If only a single wearer is within 1 mile of the active dragon, each minute spent wearing the circlet gives that wearer one level of exhaustion. If no circlet wearers are within 1 mile of the dragon, it views all creatures it can see as enemies and tries to destroy them until a circlet wearer communicates with the dragon or the dragon is destroyed. A circlet wearer can use its action to put the dragon in an inactive state where it becomes incapacitated until a wearer uses an action to switch the dragon to active.

Each circlet is a magic item that must be attuned.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Siege Monster. The dragon deals double damage to objects and structures.

Actions

Multiattack. The dragon can use its Oil Spray. It then makes five attacks: three with its bite and two with its fists.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 3 (1d6) fire damage.

Fist. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) bludgeoning damage.

Fire Breath (Recharge 6). The dragon exhales fire in three separate 60-foot cones. Each creature in one of these cones must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. A creature in overlapping cones has disadvantage on the saving throw, but it takes damage from only one breath.

Oil Spray. The dragon sprays oil in a 30-foot-cone. Each creature in the area must succeed on a **DC 19 Dexterity** saving throw or become vulnerable to fire damage until the end of the dragon's next turn.

Tail Sweep. The dragon swings its bladed tail. Each creature within 15 feet of the dragon must make a **DC 19 Dexterity** saving throw. On a failure, a creature takes 16 (**2d8 + 7**) slashing damage and is knocked prone. On a success, a creature takes half the damage but isn't knocked prone.

Source: *Creature Codex OGL*

Zmey

Huge dragon, chaotic evil

Armor class: 18 (natural armor)
Hit points: 189 (**18d12 + 72**)
Speed: walk: 30 ft., fly: 50 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	+3	+3	+1
(22)	(13)	(19)	(16)	(16)	(12)

Saving throws: Con +9 Wis +8 Cha +6

Condition immunities: paralyzed, unconscious

Senses: blindsight 60 ft., darkvision 90 ft., passive Perception 18

Languages: Common, Draconic, Elvish, Sylvan

Challenge rating: 14 (11,500 XP)

Amphibious. The zmey can breathe air and water.

Lake Leap. A zmey spends much of its time lurking in lakes and ponds. When submerged in a natural pool of standing water, it can transport itself as a bonus action to a similar body of water within 5,000 feet. Rapidly flowing water doesn't serve for this ability, but the zmey can leap to or from a river or stream where the water is calm and slow-moving.

Legendary Resistance (1/Day). If the zmey fails a saving throw, it can count it as a success instead.

Multiheaded. The zmey normally has three heads. While it has more than one head, the zmey has advantage on saving throws against being blinded, charmed, deafened, frightened, and stunned. If the zmey takes 40 or more damage in a single turn (and the damage isn't poison or psychic), one of its heads is severed. If all three of its heads are severed, the zmey dies.

Regeneration. The zmey regains 15 hit points at the start of its turn. If the zmey takes acid or fire damage, this trait doesn't function at the start of the zmey's next turn. Regeneration stops functioning when all heads are severed. It takes 24 hours for a zmey to regrow a functional head.

Spawn Headling. The severed head of a zmey grows into a zmey headling **2d6** rounds after being separated from the body. Smearing at least a pound of salt on the severed head's stump prevents this transformation.

Actions

Multiattack. The zmey makes one bite attack per head and one claws attack.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 19 (**2d12 + 6**) piercing damage.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 19 (**2d12 + 6**) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. Hit: 15 (**2d8 + 6**) bludgeoning damage.

Fire Breath (Recharge 5-6). The zmey breathes up to three 60-foot cones of fire, one from each of its heads. Creatures in a cone take 16 (**3d10**) fire damage, or half damage with a successful **DC 16 Dexterity** saving throw. If cones overlap, their damage adds together but each target

Zmey

makes only one saving throw. A zmey can choose whether this attack harms plants or plant creatures.

Legendary actions

Bite. The zmey makes a bite attack.

Tail Attack. The zmey makes a tail attack.

Trample. The zmey moves up to half its land speed. It can enter enemy-occupied spaces but can't end its move there. Creatures in spaces the zmey enters must make successful **DC 14 Dexterity** saving throws or take 10 (**1d8 + 6**) bludgeoning damage and fall prone.

Source: Tome of Beasts OGL

Challenge 15

Adult Bronze Dragon

Huge dragon, lawful good

Armor class: 19 (natural armor)

Hit points: 212 (17d12 + 102)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+6	+3	+2	+4
(25)	(10)	(23)	(16)	(15)	(19)

Saving throws: Dex +5 Con +11 Wis +7 Cha +9

Damage immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Common, Draconic

Challenge rating: 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 **Wisdom** saving throw or become frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Lightning Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 **Dexterity** saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.
Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 **Strength** saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 **Dexterity** saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked

prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Adult Green Dragon

Huge dragon, lawful evil

Armor class: 19 (natural armor)

Hit points: 207 (18d12 + 90)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	+4	+2	+3
(23)	(12)	(21)	(18)	(15)	(17)

Saving throws: Dex +6 Con +10 Wis +7 Cha +8

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Common, Draconic

Challenge rating: 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Andrenjinyi

Gargantuan celestial, neutral

Armor class: 18 (natural armor)

Hit points: 228 (13d20 + 91)

Speed: walk: 60 ft., burrow: 20 ft., climb: 20 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+3	+7	0	+4	+6
(30)	(17)	(25)	(10)	(18)	(23)

Saving throws: Con +12 Wis +9 Cha +11

Damage immunities: psychic

Senses: darkvision 60 ft., tremorsense 120

Greater Rakshasa

ft., passive Perception 19

Languages: Common, Celestial, Giant, Sylvan

Challenge rating: 15 (13,000 XP)

Amphibious. The andrenjinyi can breathe air and water.

Innate Spellcasting. the andrenjinyi's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

at will: create water, speak with animals, stoneshape

3/day each: control weather, dispel magic, reincarnate

1/day each: blight, commune with nature, contagion, flesh to stone, plant growth

Magic Resistance. The andrenjinyi has advantage on saving throws against spells and other magical effects.

Magic Weapons. The andrenjinyi's weapon attacks are magical.

Actions

Multiattack. The andrenjinyi makes two attacks, one with its bite and one with its constriction. If both attacks hit the same target, then the target is Swallowed Whole.

Bite. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 36 (4d12 + 10) piercing damage.

Constrict. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends the target is restrained, and the andrenjinyi can't constrict another target.

Rainbow Arch. The andrenjinyi can instantaneously teleport between sources of fresh water within 1 mile as an action. It can't move normally or take any other action on the turn when it uses this power.

When this power is activated, a rainbow manifests between the origin and destination, lasting for 1 minute.

Swallow Whole. If the bite and constrict attacks hit the same target in one turn, the creature is swallowed whole. The target is blinded and restrained, and has total cover against attacks and other effects outside the andrenjinyi. The target takes no damage inside the andrenjinyi. The andrenjinyi can have three Medium-sized creatures or four Small-sized creatures swallowed at a time. If the andrenjinyi takes 20 damage or more in a single turn from a swallowed creature, the andrenjinyi must succeed on a **DC 18 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the andrenjinyi. If the andrenjinyi is slain, a swallowed creature is no longer restrained by it and can escape from the andrenjinyi by using 15 feet of movement, exiting prone. The andrenjinyi can regurgitate swallowed creatures as a free action.

Transmuting Gullet. When a creature is swallowed by an andrenjinyi, it must make a successful **DC 19 Wisdom** saving throw each round at the end of its turn or be affected by true polymorph into a new form chosen by the andrenjinyi. The effect is permanent until dispelled or ended with a wish or comparable magic.

Source: Tome of Beasts OGL

Greater Rakshasa

Medium fiend, lawful evil

Armor class: 18 (natural armor)

Hit points: 144 (17d8+68)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+4	+2	+3	+5
(14)	(18)	(18)	(15)	(16)	(20)

Damage immunities: bludgeoning, piercing, and slashing from nonmagical

attacks

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Infernal

Challenge rating: 15 (13,000 XP)

Limited Magic Immunity. The greater rakshasa can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Puppet Master. When the greater rakshasa casts the charm person spell, it can target up to five creatures. When it casts the dominate person spell, the spell's duration is concentration, up to 8 hours.

Innate Spellcasting. The greater rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The greater rakshasa can innately cast the following spells, requiring no material components: At will: detect thoughts, disguise self, mage hand, minor illusion 3/day each: charm person, detect magic, invisibility, major image, suggestion 1/day each: dominate person, fly, plane shift, true seeing

Actions

Multiattack. The greater rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Harrowing Visions (Recharge 5-6). The greater rakshasa chooses a point it can see within 60 feet, conjuring a terrifying manifestation of its enemies' worst fears in a 30-foot-radius around the point. Each

non-rakshasa in the area must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 66 (12d10) psychic damage and becomes frightened for 1 minute. On a success, the target takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary actions

Claw Attack. The greater rakshasa makes one claw attack.

Misleading Escape (Costs 2 Actions). The greater rakshasa becomes invisible at the same time that an illusory double of itself appears where it is standing. This switch is indiscernible to others. After the double appears, the greater rakshasa can move up to its speed. Both effects last until the start of the greater rakshasa's next turn, but the invisibility ends if the greater rakshasa makes an attack or casts a spell before then.

Cast a Spell (Costs 3 Actions). The greater rakshasa casts a spell from its list of innate spells, consuming a use of the spell as normal.

Source: Creature Codex OGL

Ia'affrat

Large swarm of Tiny elementals, lawful evil

Armor class: 17 (natural armor)

Hit points: 170 (20d10 + 60)

Speed: hover: True ft., walk: 5 ft., fly: 40 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+5	+3	+5	+4	+6
(3)	(21)	(16)	(20)	(18)	(23)

Saving throws: Dex +10 Con +8 Wis +9 Cha +11

Damage immunities: fire, poison; bludgeoning, piercing, slashing

Condition immunities: charmed, frightened, paralyzed, petrified, prone,

poisoned, restrained, stunned

Senses: blindsight 10 ft., darkvision 120 ft., passive Perception 19

Languages: Common, Draconic, Infernal, Primordial

Challenge rating: 15 (13,000 XP)

Elemental Swarm. ia'Affrat can occupy another creature's space

and vice versa, and the swarm can move through any opening

large enough for a Tiny insect

Magic Resistance. Ia'Affrat has advantage on saving throws against spells and other magical effects

Innate Spellcasting. ia'Affrat's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Ia'Affrat can innately cast the following spells, requiring no material components:

at will: fire bolt, poison spray

3/day each: burning hands, invisibility, ray of enfeeblement, ray of sickness

1/day each: bestow curse, contagion, harm, insect plague, fireball

Inhabit. Ia'Affrat can enter the body of an incapacitated or dead creature by crawling into its mouth and other orifices.

Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large. If Ia'Affrat inhabits a dead body, it can animate it and control its movements, effectively becoming a zombie for as long as it remains inside. Ia'Affrat can abandon the body as an action. Attacks against the host deal half damage to Ia'Affrat as well, but Ia'Affrat's resistances and immunities still apply against this damage. In a living victim, Ia'Affrat can control the victim's movement and actions as if using dominate monster (save DC 19) on the victim. Ia'Affrat can consume a living victim; the target takes 5 (2d4) necrotic damage per hour while Ia'Affrat inhabits its body, and Ia'Affrat regains hit points

equal to the damage dealt. When inhabiting a body, Ia'Affrat can choose to have any spell it casts with a range of self, target the inhabited body rather than itself. The skin of a creature inhabited by Ia'Affrat crawls with the forms of the insects inside. Ia'Affrat can hide this telltale sign with a Charisma (Deception) check against a viewer's passive Insight. A greater restoration spell or comparable magic forces Ia'Affrat to abandon the host.

Smoke Shroud. Ia'Affrat is shrouded in a 5-foot-radius cloud of dark smoke. This area is lightly obscured to creatures other than Ia'Affrat. Any creature that needs to breathe that begins its turn in the area must make a successful DC 16

Constitution saving throw or be stunned until the end of its turn.

Actions

Bites. Melee Weapon Attack: +10 to hit, reach 0 ft., one creature in the swarm's space. Hit: 21 (6d6) piercing damage plus 14 (4d6) fire damage plus 14 (4d6) poison damage, or 10 (3d6) piercing damage plus 7 (2d6) fire damage plus 7 (2d6) poison damage if Ia'Affrat has half of its hit points or fewer. The target must succeed on a DC 16 **Constitution** saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smoke Jump. Ia'Affrat can travel instantly to a space in sight where there's smoke.

Whirlwind (Recharge 4-6). Each creature in Ia'Affrat's space must make a DC 18 **Strength** saving throw. Each creature that fails takes 28 (8d6) bludgeoning damage plus 14 (4d6) fire damage plus 14 (4d6) poison damage and is flung up 20 feet away from Ia'Affrat in a random direction and knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone. If a thrown target strikes an object, such as a wall or floor, the

target takes 3 (1d6) bludgeoning damage for every 10 feet it traveled. If the target collides with another creature, that creature must succeed on a **DC 18 Dexterity** saving throw or take the same damage and be knocked prone.

Source: Tome of Beasts OGL

Mordant Snare

Gargantuan aberration, chaotic evil

Armor class: 18 (natural armor)
Hit points: 264 (16d20 + 96)
Speed: walk: 10 ft., burrow: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+6	+2	+2	-2
(23)	(16)	(22)	(15)	(14)	(6)

Damage immunities: acid
Condition immunities: prone
Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages: Common, Primordial
Challenge rating: 15 (13,000 XP)

Magic Resistance. The mordant snare has advantage on saving throws against spells and other magical effects.

Absorb Channeled Energy. If a mordant snare is in the area of effect of a turn undead attempt, it gains temporary hit points. For each mordant puppet that would have been affected by the turning if it were a zombie, the mordant snare gains 10 temporary hit points, to a maximum of 60.

Buried. Until it does something to reveal its presence, a buried mordant snare is treated as if it's invisible.

Mordant Puppets. A mordant snare can control up to four bodies per tentacle. These "puppets" look and move like zombies. Treat each one as a zombie, but limited in movement to the 30-foot-by-30-foot area above the buried snare. Unlike normal zombies, any creature

within 5 feet of a mordant puppet when the puppet takes piercing or slashing damage takes 3 (1d6) acid damage (spray from the wound). All puppets attached to a particular tentacle are destroyed if the mordant snare attacks with that tentacle; this does 9 (2d8) acid damage per puppet to all creatures within 5 feet of any of those puppets, or half damage with a successful **DC 16 Dexterity** saving throw. Damage done to puppet zombies doesn't affect the mordant snare. If the snare is killed, all of its puppets die immediately without causing any acid damage.

Actions

Multiattack. The mordant snare makes four melee attacks, using any combination of tentacle attacks, spike attacks, and filament attacks. No creature can be targeted by more than one filament attack per turn.

Spike. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 3 (1d6) acid damage.

Tentacle. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage plus 7 (2d6) acid damage.

Filaments. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage plus 10 (3d6) acid damage, and the target is grappled (escape DC 16) and restrained.

Source: Tome of Beasts OGL

Mummy Lord

Medium undead, lawful evil

Armor class: 17 (natural armor)
Hit points: 97 (13d8 + 39)
Speed: walk: 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	0	+3	0	+4	+3
(18)	(10)	(17)	(11)	(18)	(16)

Mummy Lord

Saving throws: Con +8 Int +5 Wis +9 Cha +8

Damage immunities: necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: the languages it knew in life

Challenge rating: 15 (13,000 XP)

Magic Resistance. The mummy lord has advantage on saving throws against spells and other magical effects.

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

- Cantrips (at will): sacred flame, thaumaturgy
- 1st level (4 slots): command, guiding bolt, shield of faith
- 2nd level (3 slots): hold person, silence, spiritual weapon
- 3rd level (3 slots): animate dead, dispel magic
- 4th level (3 slots): divination, guardian of faith
- 5th level (2 slots): contagion, insect plague
- 6th level (1 slot): harm

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a **DC 16 Constitution** saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a **DC 16 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 and mummy lords for the next 24 hours.

Legendary actions

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a **DC 16 Constitution** saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a **DC 16 Constitution** saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes

negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

Source: Systems Reference Document

Pact Lich

Medium undead, any evil alignment

Armor class: 17 (natural armor)

Hit points: 195 (26d8+78)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	+3	+2	+5
(11)	(16)	(16)	(16)	(14)	(20)

Saving throws: Dex +8 Int +8

Damage immunities: poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition immunities: charmed, frightened, paralyzed, poisoned

Senses: truesight 120 ft., passive Perception 12

Languages: any languages it knew in life

Challenge rating: 15 (13,000 XP)

Legendary Resistance (3/Day). If the pact lich fails a saving throw, it can choose to succeed instead.

One With Shadows. As a bonus action when in an area of dim light or darkness, the pact lich can become invisible until it moves or takes an action or reaction.

Patron's Blessing. When the pact lich reduces a target to 0 hp, the lich gains 25 temporary hp.

Pact Rejuvenation. If a fist-sized or larger diamond is within its lair, a destroyed pact lich usually gains a new body in **3d10** days, but its return to the Material Plane is ultimately dictated by its patron.

Innate Spellcasting. The pact lich's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components: At will: chill touch, detect magic, levitate, mage hand, prestidigitation, speak with dead, true strike 1/day each: banishment, bestow curse, compulsion, confusion, conjure elemental, dominate monster, eyebite, finger of death, fly, hellish rebuke (**5d10**), hold monster, slow

Actions

Multiattack. The pact lich makes four enhanced eldritch blast attacks.

Maddening Touch. Melee Spell Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (**3d6**) necrotic damage. The target must succeed on a **DC 18 Charisma** saving throw or have vivid hallucinations for 1 minute. During this time, the target is blinded, stunned, and deafened, sensing only the hallucinatory terrain and events. The hallucinations play on aspects of the creature's deepest fears. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enhanced Eldritch Blast. Ranged Spell Attack: +10 to hit, range 300 ft., one target. Hit: 10 (**1d10** + 5) force damage. On a successful hit, the pact lich can push the target 10 feet away from it in a straight line.

Hurl Through Hell (1/Day). The pact lich targets one creature it can see within 60 feet of it. The target must make a **DC 18**

Purple Worm

Wisdom saving throw. On a failure, the target disappears and is paralyzed as it is hurtled through the nightmare landscape of the lower planes. At the end of the pact lich's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space, and is no longer paralyzed. If the target is not a fiend, it takes 55 (10d10) psychic damage when it returns. The target must succeed on another DC 18 **Wisdom** saving throw or be frightened until the end of the lich's next turn as the target reels from its horrific experience.

Legendary actions

At Will Spell. The lich casts a spell it can cast at will.

Fiendish Resilience. The pact lich chooses one damage type, gaining resistance to that damage type until it chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Maddening Touch (Costs 2 Actions). The pact lich uses its Maddening Touch.

Eldritch Master (Costs 3 Actions, 1/Day). The lich entreats its patron for aid, regaining all expended spells.

Source: *Creature Codex OGL*

Purple Worm

Gargantuan monstrosity, unaligned

Armor class: 18 (natural armor)

Hit points: 247 (15d20 + 90)

Speed: walk: 50 ft., burrow: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+9	-2	+6	-5	-1	-3
(28)	(7)	(22)	(1)	(8)	(4)

Saving throws: Con +11 Wis +4

Senses: blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Challenge rating: 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 **Dexterity** saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 **Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 **Constitution** saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Systems Reference Document*

Slow Storm

Huge elemental, chaotic neutral

Armor class: 19

Hit points: 225 (18d12 + 108)

Speed: hover: True ft., walk: 0 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+6	0	+3	0
(20)	(19)	(22)	(11)	(16)	(11)

Saving throws: Dex +9 Con +11
Damage immunities: lightning
Condition immunities: prone
Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages: Common, Primordial
Challenge rating: 15 (13,000 XP)

Bone Wrack. When hit by the slow storm’s slam or breath weapon attack, the storm absorbs moisture from the living creatures’ joints, causing stiffness and pain. In addition to **1d4** Dexterity drain, any creature caught within the slow storm’s breath weapon that fails another **DC 18 Constitution** save suffers crushing pain in bones and joints. Any round in which the pained creature moves, it takes **1d4** necrotic damage per 5 feet moved. Bone wracking pain lasts until the affected creature regains at least 1 point of lost Dexterity.

Innate Spellcasting. the slow storm’s innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

at will: lightning bolt

3/day: chain lightning

Storm Form. A creature that enters or starts its turn inside the slow storm’s whirlwind takes 9 (**2d8**) force damage. A creature can take this damage just once per round. In addition, ranged missile weapon attacks against the slow storm have disadvantage because of the high-speed wind.

Actions

Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 31 (**4d12 + 5**) bludgeoning damage plus 9 (**2d8**) piercing damage.

Static Shock (Recharge 5-6). The slow storm exhales its electrical power in a 30-foot cone. Targets in the area of effect take 54 (**12d8**) lightning damage, **1d4** Dexterity loss, and suffer bone wrack. A successful **DC 18 Constitution** saving throw halves the Dexterity loss and prevents the bone wrack.

Source: *Tome of Beasts OGL*

Star Drake

Large dragon, neutral

Armor class: 19 (natural armor)
 Hit points: 189 (**18d10 + 90**)
 Speed: walk: 40 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	+3	+7	+5
(20)	(17)	(21)	(16)	(24)	(20)

Saving throws: Dex +8 Con +10 Int +8 Wis +12 Cha +10

Damage immunities: cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, frightened, paralyzed, unconscious

Senses: truesight 120 ft., passive Perception 22

Languages: Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Primordial

Challenge rating: 15 (13,000 XP)

Legendary Resistance (2/day). If the star drake fails a saving throw, it can choose to succeed instead.

Magic Resistance. The drake has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drake’s weapon attacks are magical.

Nimbus of Stars. The drake is surrounded by a whirling nimbus of tiny motes of starlight. A sighted creature that starts its turn within 10 feet of the drake must make a successful **DC 18 Constitution** saving

Star Spawn Of Cthulhu

throw or become incapacitated. At the start of a character's turn, a character can choose to avert its eyes and gain immunity against this effect until the start of its next turn, but it must treat the drake as invisible while the character's eyes are averted.

Innate Spellcasting. the drake's innate spellcasting ability is Wisdom (spell save DC 20). It can innately cast the following spells, requiring no material components:

at will: faerie fire, moonbeam

3/day: plane shift

1/day each: gate, planar binding

Actions

Multiattack. The drake makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Breath Weapon (Recharge 5-6). The drake exhales either fire or frigid air in a 40-foot cone. Each creature in that area takes 78 (12d12) fire or cold damage, whichever the drake wishes, or half damage with a successful DC 18 Dexterity saving throw.

Searing Star (1/Day). Ranged Spell Attack: +12 to hit, range 120 ft., one target. Hit: 65 (10d12) force damage, and the target must succeed on a DC 18 Constitution saving throw or be permanently blinded.

Legendary actions

Bite Attack. The drake makes one bite attack.

Nova (Costs 2 Actions). The drake momentarily doubles the radius and intensity of its nimbus of stars. Every sighted creature within 20 feet of the

drake must make a successful DC 18 Constitution saving throw or become blinded until the end of its next turn. Characters who are averting their eyes are immune to the nova.

Pale Sparks. The drake casts faerie fire or moonbeam.

Source: Tome of Beasts OGL

Star Spawn Of Cthulhu

Large fiend, chaotic evil

Armor class: 17 (natural armor)

Hit points: 187 (15d10 + 105)

Speed: walk: 30 ft., swim: 30 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+2	+7	+10	+4	+6
(25)	(15)	(24)	(30)	(18)	(23)

Saving throws: Str +12 Con +12 Int +15 Wis +9

Damage immunities: cold, fire, lightning, poison, psychic

Condition immunities: exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 300 ft., passive

Perception 24

Languages: Common, Infernal, Void Speech

Challenge rating: 15 (13,000 XP)

Interdimensional Movement. A star spawn of Cthulhu can use misty step as a bonus action once per round.

Psychic Tower. When an attack that causes psychic damage is directed against the spawn, the attack rebounds against the attacker. Resolve the attack as if the attacker were the original target and using the star spawn's ability modifiers and proficiency bonus rather than the original attacker's.

Void Traveler. The star spawn of Cthulhu requires no air, warmth, ambient pressure, food, or water, enabling it to travel safely

through interstellar space and similar voids.

Actions

Multiattack. The star spawn can use disintegrating gaze if it's available, and also make one claws attack and one dimensional stomp attack.

Crushing Claws. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 20 (2d12 + 7) bludgeoning damage plus 13 (3d8) necrotic damage.

Disintegrating Gaze (Recharge 5-6). Ranged Spell Attack: +15 to hit, range 60 ft., one target in line of sight. Hit: 32 (5d12) necrotic damage, and the target must make a successful **DC 20 Constitution** saving throw or dissipate into vapor as if affected by a gaseous form spell. An affected creature repeats the saving throw at the end of each of its turns; on a success, the effect ends on that creature, but on a failure, the creature takes another 32 (5d12) necrotic damage and remains gaseous. A creature reduced to 0 hit points by this necrotic damage is permanently disintegrated and can be restored only by a wish or comparable magic that doesn't require some portion of a corpse to work.

Dimensional Stomp. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 18 (2d20 + 7) bludgeoning damage, and the target must make a successful **DC 15 Dexterity** saving throw or be teleported to a new location as if affected by the dimension door spell. The destination is chosen by the star spawn, but it cannot be in the same space as another object or creature.

Source: Tome of Beasts OGL

Whisperer in Darkness

Medium aberration, neutral evil

Armor class: 17 (natural armor)
Hit points: 142 (15d8+75)
Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (15)	+4 (19)	+5 (21)	+7 (25)	+4 (18)	+3 (16)

Saving throws: Con +10 Wis +9 Cha +8

Damage immunities: psychic, poison

Condition immunities: frightened, charmed, poisoned

Senses: truesight 120 ft., passive Perception 19

Languages: all, telepathy 60 ft.

Challenge rating: 15 (13,000 XP)

Disquieting Technology. The whisperer is a highly advanced being that often carries pieces of powerful wands of fireballs shaped like staves with peculiar triggers, eyes of the eagle shaped as a pair of cylinders, or a helm of telepathy in the form of a glowing metal disc adhered to the side of the creature's head.

Magic Resistance. The whisperer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The whisperer's innate spellcasting ability is Intelligence (spell save DC 20). The whisperer can innately cast the following spells, requiring no material components: At will: alter self, detect magic, detect thoughts, disguise self, fear, identify, invisibility (self only), misty step, sleep, suggestion 3/day each: confusion, dimension door, disintegrate, dream, modify memory, plane shift, teleport 1/day each: feblemind, meteor swarm, mind blank, weird

Actions

Multiattack. The whisperer in the darkness makes two Grasp of the Void attacks.

Grasp of the Void. Melee Spell Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (6d6) force damage, and the target must succeed on a **DC 18 Constitution** saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each

Whisperer in Darkness

of its turns, ending the effect on itself on a success.

Source: Creature Codex OGL

Challenge 16

Adult Blue Dragon

Huge dragon, lawful evil

Armor class: 19 (natural armor)

Hit points: 225 (18d12 + 108)

Speed: walk: 40 ft., burrow: 30 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+6	+3	+2	+4
(25)	(10)	(23)	(16)	(15)	(19)

Saving throws: Dex +5 Con +11 Wis +7 Cha +9

Damage immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Common, Draconic

Challenge rating: 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a

success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult Cave Dragon

Huge dragon, neutral evil

Armor class: 18 (natural armor)

Hit points: 243 (18d12 + 126)

Speed: walk: 40 ft., climb: 40 ft., burrow: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+7	+1	+1	+5
(26)	(12)	(24)	(12)	(12)	(20)

Saving throws: Dex +6 Con +12 Wis +6 Cha +10

Damage immunities: acid, poison, thunder

Condition immunities: poisoned

Senses: blindsight 120 ft., passive Perception 20

Languages: Common, Darakhul,

Draconic, Dwarvish, Goblin
Challenge rating: 16 (15,000 XP)

Darkness Aura. An adult or older cave dragon can generate an aura of darkness that fills its space and the surrounding 20 feet. This darkness prevents normal vision and darkvision from functioning. Blindsight and truesight function normally. Activating or deactivating the aura is a bonus action.

Earth Glide. An adult cave dragon glides through stone, dirt, or any sort of earth except metal as easily as a fish glides through water. Its burrowing produces no ripple or other sign of its presence and leaves no tunnel or hole unless the dragon chooses to do so; in that case, it creates a passageway 15 feet wide by 10 feet high. The spell move earth cast on an area containing an earth-gliding cave dragon flings the dragon back 30 feet and stuns the creature for one round unless it succeeds on a Constitution saving throw.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

at will: detect magic, speak with dead

3/day each: blur, counterspell, darkness, web

1/day each: dispel magic, hold person

Cave Dragon's Lair. on initiative count 20 (losing initiative ties), the dragon takes a lair action for one of the following effects; the dragon can't use the same effect two rounds in a row:

- The ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature takes 10 (3d6) bludgeoning damage and is knocked prone and restrained (by fallen

debris); damage is halved and the creature is not restrained if it makes a successful DC 15 Dexterity saving throw. The creature is freed when it or an adjacent ally uses an action to make a successful DC 15 Strength (Athletics) check.

- A ten foot-wide, ten foot-long crack opens in the cavern floor where the dragon wishes. Any creature occupying that space must make a successful DC 15 Dexterity saving throw or fall 20 feet, taking 7 (2d6) bludgeoning damage plus 7 (3d4) piercing damage from the jagged stones at the bottom.
- The dragon summons a swarm of insects as if it had cast insect plague, filling a 20-foot radius sphere within 90 feet of the dragon. Creatures that are in the affected space or that enter it take 22 (4d10) piercing damage, or half damage with a successful DC 18 Constitution saving throw. The swarm lasts until initiative count 20 on the next round.

Regional Effects. the region containing a legendary cave dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Poisonous and odorless gases suddenly fill passages and caverns, and just as quickly disperse, within six miles of the dragon's lair.
- Flash flooding turns tunnels into death traps as tremors create fissures in the stone within six miles of the lair. On the surface, ponds drain away, and long-dry creek beds break their banks in flood.
- Swarms of vermin within one mile of the lair increase in both size and number as they try to escape the dragon's endless and indiscriminating hunger.

if the dragon dies, these effects fade over the course of 1d10 days.

Actions

Adult Flame Dragon

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 18 (3d6 + 8) plus 3 (1d6) poison damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales a cone of black poison gas in a 60-foot cone. Each target in that area takes 56 (16d6) poison damage and is poisoned if it is a creature; a successful DC 18 Constitution saving throw reduces damage by half and negates the poisoned condition. The poisoned condition lasts until the target takes a long or short rest or it's removed with lesser restoration or comparable magic.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Reset Ruff Spikes. The dragon can use its ruff spikes as a reaction again before its next turn.

Tail. The dragon makes a tail attack.

Swift Bite (Costs 2 Actions). The dragon makes two bite attacks.

Source: *Tome of Beasts OGL*

Adult Flame Dragon

Huge dragon, chaotic evil

Armor class: 19 (natural armor)

Hit points: 212 (17d12 + 102)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+6	+3	+2	+5
(19)	(14)	(23)	(17)	(14)	(20)

Saving throws: Dex +7 Con +11 Wis +7 Cha +10

Damage immunities: fire

Senses: passive Perception \$1

Languages: Common, Draconic, Giant, Ignan, Infernal, Orc

Challenge rating: 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 18 Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area takes 63 (18d6) fire damage, or half damage with a successful **DC 19 Dexterity** saving throw. Each creature in that area must also succeed on a **DC 18 Wisdom** saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest living creature or smash some object smaller than itself if no creature can be reached with a single move. A rampaging creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shifting Flames. The dragon magically polymorphs into a creature that has immunity to fire damage and a size and challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a **DC 17 Dexterity** saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Tome of Beasts OGL*

Adult Light Dragon

Huge dragon, neutral good

Armor class: 17 (natural armor)

Hit points: 212 (17d12+102)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+6	+3	+4	+3
(22)	(10)	(23)	(16)	(18)	(17)

Saving throws: Dex +5 Con +11 Wis +9 Cha +8

Damage immunities: radiant

Condition immunities: blinded

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages: Celestial, Draconic

Challenge rating: 16 (15,000 XP)

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Illumination. The dragon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Adult Sea Dragon

Void Traveler. The light dragon travels from star to star and does not require air, food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 19 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons: Radiant Breath. The dragon exhales radiant energy in a 60-foot cone. Each creature in that area must make a **DC 19 Dexterity** saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. Flaring Breath. The dragon emits a flash of dazzling light from its maw in a 60-foot cone. Each creature in that area must make a **DC 19 Constitution** saving throw or be blinded. Undead within the area of

effect must also make a **DC 19 Wisdom** saving throw or be turned for 1 minute. Undead of CR 2 or lower who fail the saving throw are instantly destroyed.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a **DC 19 Dexterity** saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Creature Codex OGL

Adult Sea Dragon

Huge dragon, neutral evil

Armor class: 19 (natural armor)

Hit points: 225 (18d12 + 108)

Speed: walk: 40 ft., fly: 80 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+6	+3	+2	+4
(25)	(10)	(23)	(17)	(15)	(19)

Saving throws: Dex +5 Con +11 Wis +7 Cha +9

Damage immunities: cold

Senses: passive Perception \$1

Languages: Common, Draconic

Challenge rating: 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Siege Monster. The dragon deals double damage to objects and structures.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 **Wisdom** saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 60-foot cone. Each creature in that area must make a DC 19 **Dexterity** saving throw. On a failure, the target takes 33 (6d10) bludgeoning damage and 33 (6d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 **Dexterity** saving throw or take 14 (2d6 + 7)

bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or half its swim speed if in the water.

Source: *Tome of Beasts OGL*

Adult Silver Dragon

Huge dragon, lawful good

Armor class: 19 (natural armor)

Hit points: 243 (18d12 + 126)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+7	+3	+1	+5
(27)	(10)	(25)	(16)	(13)	(21)

Saving throws: Dex +5 Con +12 Wis +6 Cha +10

Damage immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic

Challenge rating: 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of

Infernal Knight

the dragon and aware of it must succeed on a **DC 18 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Cold Breath.** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a **DC 20 Constitution** saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one. **Paralyzing Breath.** The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a **DC 20 Constitution** saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft.

of the dragon must succeed on a **DC 22 Dexterity** saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Infernal Knight

Medium fiend, lawful evil

Armor class: 18 (plate)

Hit points: 247 (26d8+130)

Speed: fly: 60 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+2	+5	+3	+5	+5
(24)	(14)	(20)	(17)	(21)	(20)

Saving throws: Dex +7 Con +10 Wis +10

Damage immunities: fire, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: truesight 60 ft., passive Perception 20

Languages: Infernal, telepathy 120 ft.

Challenge rating: 16 (15,000 XP)

Faultless Tracker. If the infernal knight is given a quarry by its lord, the knight knows the direction and distance to its quarry as long as the two of them are on the same plane of existence.

Magic Resistance. The infernal knight has advantage on saving throws against spells and other magical effects.

Magic Weapons. The infernal knight's weapon attacks are magical.

Regeneration. The infernal knight regains 10 hp at the start of its turn if it has at least 1 hp.

Actions

Multiattack. The infernal knight makes two melee attacks or uses its Hellfire Bolt twice. It can replace one attack with Reave Soul.

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 17 (5d6) necrotic damage. A creature hit by the sword must succeed on a **DC 18 Constitution** saving throw or suffer disadvantage on attack rolls and ability checks based on Strength or Dexterity until the end of its next turn.

Hellfire Bolt. Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 10 (3d6) fire damage plus 17 (5d6) necrotic damage. A creature hit must succeed on a **DC 18 Constitution** saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Reave Soul (Recharge 5-6). The infernal knight targets a creature with 0 hp that it can see within 60 feet of it. If the creature is alive, it must succeed on a **DC 18 Constitution** saving throw or die and have its soul drawn into the infernal knight's greatsword. If the creature is dead and has been dead for less than 1 minute, its soul is automatically captured. When the infernal knight captures a soul, it regains 30 hp, and Reave Soul recharges at the start of its next turn. While a creature's soul is trapped, that creature can't be returned to life by any means short of a wish spell.

A banishment spell targeted at the greatsword forces the infernal knight to make a Charisma saving throw against the spell. On a failed save, any souls trapped in the blade are released instead of the spell's normal effect. Trapped souls are also released when the infernal knight dies.

Planar Rift (1/Day). The infernal knight magically tears a rift in the fabric of the multiverse. The rift is a portal to a plane of the infernal knight's choice. The portal remains open for 1 hour, during which time any creature can pass through it, moving from one plane to the other. A dispel magic spell targeting the rift can

destroy it if the caster succeeds on a DC 18 spellcasting ability check.

Source: Creature Codex OGL

Iron Golem

Large construct, unaligned

Armor class: 20 (natural armor)

Hit points: 210 (20d10 + 100)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	-1	+5	-4	0	-5
(24)	(9)	(20)	(3)	(11)	(1)

Damage immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge rating: 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Marilith

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 5-6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (1*0d8*) poison damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Marilith

Large fiend, chaotic evil

Armor class: 18 (natural armor)

Hit points: 189 (18d10 + 90)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+5	+5	+4	+3	+5
(18)	(20)	(20)	(18)	(16)	(20)

Saving throws: Str +9 Con +10 Wis +8 Cha +10

Damage immunities: poison

Condition immunities: poisoned

Senses: truesight 120 ft., passive Perception 13

Languages: Abyssal, telepathy 120 ft.

Challenge rating: 16 (15,000 XP)

Magic Resistance. The marilith has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in combat.

Actions

Multiattack. The marilith can make seven attacks: six with its longswords and one with its tail.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A marilith has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source: Systems Reference Document

Ophanim

Large celestial, lawful good

Armor class: 19 (natural armor)

Hit points: 200 (16d10+112)

Speed: fly: 120 ft., hover: True ft., walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+6	+7	+6	+7	+8
(24)	(22)	(25)	(22)	(24)	(26)

Saving throws: Int +11 Wis +12 Cha +13
Damage immunities: necrotic, poison
Condition immunities: charmed, exhaustion, frightened, poisoned
Senses: truesight 120 ft., passive Perception 22
Languages: all, telepathy 120 ft.
Challenge rating: 16 (15,000 XP)

Divine Awareness. The ophanim knows if it hears a lie.

Magic Resistance. The ophanim has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The ophanim's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components: At will: bless, detect evil and good, invisibility (self only), scrying, thaumaturgy 3/day each: dispel evil and good, earthquake, holy aura 1/day each: commune, forbiddance, true resurrection

Actions

Multiattack. The ophanim makes four Light of Judgment attacks.

Light of Judgment. Ranged Spell Attack: +13 to hit, range 80/320 ft., one target. Hit: 18 (4d8) radiant damage.

Holy Fire (Recharge 5-6). The ophanim emits a burst of holy fire. Each creature within 30 feet of the ophanim must make a DC 19 Dexterity saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hp by this damage dies, leaving only a pile of fine ash.

Source: *Creature Codex OGL*

Planetar

Large celestial, lawful good

Armor class: 19 (natural armor)
 Hit points: 200 (16d10 + 112)
 Speed: walk: 40 ft., fly: 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+5	+7	+4	+6	+7
(24)	(20)	(24)	(19)	(22)	(25)

Saving throws: Con +12 Wis +11 Cha +12
Condition immunities: charmed, exhaustion, frightened
Senses: truesight 120 ft., passive Perception 21
Languages: all, telepathy 120 ft.
Challenge rating: 16 (15,000 XP)

Angelic Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components: At will: detect evil and good, invisibility (self only) 3/day each: blade barrier, dispel evil and good, flame strike, raise dead 1/day each: commune, control weather, insect plague

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The planetar makes two melee attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points

River King

and is freed from any curse, disease, poison, blindness, or deafness.

Source: *Systems Reference Document*

River King

Medium fey, chaotic neutral

Armor class: 18 (natural armor)

Hit points: 152 (16d8 + 80)

Speed: walk: 30 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	+2	+1	+3
(21)	(17)	(20)	(14)	(13)	(17)

Saving throws: Dex +8 Con +10 Wis +6

Damage immunities: lightning

Condition immunities: exhaustion

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages: Common, Elemental, Elvish, Giant

Challenge rating: 16 (15,000 XP)

Amphibious. The River King can breathe air and water.

Innate Spellcasting. the River King's innate spellcasting ability score is Charisma (save DC 16, +8 to hit with spell attacks). The River King can innately cast the following spells, requiring no material components.

at will: create or destroy water, shocking grasp, water breathing

3/day each: freedom of movement, control water

1/day: chain lightning

Legendary Resistance (3/day). If the River King fails a saving throw, he can choose to succeed instead.

Magic Weapons. The River King's weapon attacks are magical and do an extra 10 (3d6) lightning damage (included below).

The River King's Lair. on initiative count 20 (losing initiative ties), the River King takes a lair action to cause one of the following effects; the River King can't use the same effect two rounds in a row:

- The fey river swells and rushes over the land, or the walls of the Hall buckle and allow the torrent in. The River King chooses a 10-foot-wide path up to 60 feet long. Each creature in the path of the water must make a **DC 15 Strength** saving throw. Creatures that fail the save are swept 20 feet down the path of the water and take 9 (2d8) bludgeoning damage.
- The River King targets a creature he can see within 60 feet. That creature's mouth and throat fill with river water. The creature must make a **DC 15 Constitution** saving throw. On a success, the creature manages to hold its breath, but on a failure, it begins to suffocate. A suffocating but conscious creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. Another creature within 5 feet can use an action to make a **DC 15 Wisdom (Medicine)** check. On a success, the suffocating creature coughs up the water and the effect ends. Otherwise the effect lasts until the River King uses this action again or dies.
- The River King targets a creature he can see within 120 feet. His commanding presence overwhelms the creature, who must make a **DC 15 Charisma** saving throw. On a failure, the creature is charmed by the River King until initiative count 20 on the following round.

Regional Effects. the region containing the River King's lair is warped by its magic, which creates one or more of the following effects:

- The current of rivers and streams within 6 miles of the lair becomes strong and erratic. Creatures without a swim speed who start their turns in

running water must succeed on a **DC 15 Strength** (Athletics) check or be swept 60 feet downriver.

- Lakes, ponds, rivers, and streams within 6 miles of the lair teem with fish and other wildlife.
- Rain and thunderstorms are common within 6 miles of the lair, and often build to torrential downpours that create heavy obscurement and cause waterways to overflow their banks.

if the River King dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. The River King makes three attacks with his longsword and/or flood blast, in any combination.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (**1d8** + 5) slashing damage or 10 (**1d10** + 5) slashing damage if used with two hands, plus 10 (**3d6**) lightning damage.

Flood Blast. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 18 (**4d8**) bludgeoning damage. A target creature must succeed on a **DC 16 Strength** saving throw or be knocked prone and pushed up to 60 feet at the River King's choosing.

Grasping Whirlpool (Recharge 5-6). The River King magically creates a swirling vortex of water centered on a point he can see within 60 feet. The vortex fills a cylinder with a 10-foot radius and 15 feet high. Creatures in the area must make a successful **DC 16 Strength** saving throw or take 11 (**2d10**) bludgeoning damage and be restrained and unable to breathe. On a successful save, the creature is pushed to the edge of the area. A restrained creature can escape from the whirlpool by using an action to make a successful **DC 16 Strength** check. A creature that's in the whirlpool at the end of its turn takes 11 (**2d10**) bludgeoning damage in addition to

any effects from being unable to breathe. Creatures with a swim speed have advantage on the saving throw and the Strength check to escape. The whirlpool lasts for 1 minute or until the River King uses this ability again.

Legendary actions

Longsword. The River King makes a longsword attack.

Flow. The River King moves half his speed without provoking opportunity attacks.

Ripple (2 Actions). The River King magically ripples like sunlight on the surface of water. Until the start of his next turn, all attacks against him have disadvantage.

Source: Tome of Beasts OGL

Snow Queen

Medium fey, neutral evil

Armor class: 17 (natural armor)

Hit points: 123 (**19d8** + 38)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	+4	+5	+4
(16)	(18)	(14)	(18)	(20)	(18)

Saving throws: Dex +9 Con +7 Cha +9

Damage immunities: cold

Condition immunities: charmed, frightened, exhaustion

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 20

Languages: Common, Elvish, Giant, Sylvan

Challenge rating: 16 (15,000 XP)

Innate Spellcasting. the Snow Queen's innate spellcasting ability score is Charisma (save DC 17, +9 to hit with spell attacks). The Snow Queen can innately cast the following spells, requiring no material components.

Snow Queen

at will: fog cloud, magic missile, ray of frost

3/day each: chill metal (as heat metal, but does cold damage), freezing sphere

1/day: cone of cold

Legendary Resistance (3/day). If the Snow Queen fails a saving throw, she can choose to succeed instead.

Magic Weapons. The Snow Queen's weapon attacks are magical and do an extra 7 (2d6) cold damage (included below).

Winter Step. The Snow Queen ignores difficult terrain caused by ice and snow. She can walk on vertical and horizontal surfaces that are covered by ice or snow.

The Snow Queen's Lair. on initiative count 20 (losing initiative ties), the Snow Queen takes a lair action to cause one of the following effects; the Snow Queen can't use the same effect two rounds in a row:

- A wall of dense snow springs into existence within 120 feet of the Snow Queen. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in the wall's area must make a **DC 15 Dexterity** saving throw. A creature that fails the saving throw takes 18 (4d8) cold damage and is pushed 5 feet out of the wall's space, on whichever side of the wall it chooses. A creature that touches the wall at any time takes the same damage. Each 10-foot section of the wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to cold, poison, and psychic damage. The wall lasts until the Snow Queen uses this action again, or she dies.
- Icy wind and stinging snow swirls around the Snow Queen. All creatures that aren't immune to cold damage have disadvantage when making saving throws against cold damage or cold-

based effects while within 60 feet of the Snow Queen. This effect lasts until initiative count 20 on the following round.

- The snow and ice of the lair shimmer and gleam, catching the light and flashing it into the eyes of the Snow Queen's foes. Attack rolls against the Snow Queen and her allies within the lair have disadvantage until initiative count 20 on the following round.

Regional Effects. the region containing the Snow Queen's lair is warped by the fey lady's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, snow and ice resist melting. Snow and ice can be melted only with prolonged contact with fire.
- The sky is overcast most of the time within 10 miles of the lair, and snowfall is common. The area is difficult terrain for Tiny, Small, and Medium creatures because of deep snow.
- Light snowfall or swirling powder blown by the wind lightly obscures the area within 5 miles of the lair.

if the Snow Queen dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. The Snow Queen makes two attacks in any combination of her claws and her ice crown.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Ice Crown. Ranged Weapon Attack: +9 to hit, range 80/320ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 7 (2d6) cold damage. The target's speed is reduced by 10 feet until the end of its next turn.

Cold Snap (Recharge 5-6). The Snow Queen causes the temperature around her to drop dramatically. Every creature within 30 feet of the Snow Queen must make a successful **DC 17 Constitution** saving throw or gain 1 level of exhaustion. Immunity to cold grants immunity to Cold Snap.

Legendary actions

Ice Crown. The Snow Queen makes an ice crown attack.

Snowblind. One target that the Snow Queen can see within 100 feet must succeed on a **DC 17 Constitution** saving throw or be blinded by swirling snow until the end of its next turn.

Snowfall Mantle (2 Actions). The Snow Queen throws her mantle of snow at a point she can see within 60 feet. An area within 30 feet of that point instantly becomes covered in deep snow. Creatures in the area must succeed on a **DC 17 Strength** saving throw or be restrained. The area becomes difficult terrain, costing 2 feet of movement for every 1 foot moved. The difficult terrain lasts until the end of the Snow Queen's next turn, at which time her mantle returns to her shoulders.

Source: Tome of Beasts OGL

Challenge 17

Adult Gold Dragon

Huge dragon, lawful good

Armor class: 19 (natural armor)

Hit points: 256 (19d12 + 133)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+7	+3	+2	+7
(27)	(14)	(25)	(16)	(15)	(24)

Saving throws: Dex +8 Con +13 Wis +8 Cha +13

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages: Common, Draconic

Challenge rating: 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Fire Breath.** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one. **Weakening Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft.

Adult Red Dragon

of the dragon must succeed on a **DC 22 Dexterity** saving throw or take 15 (**2d6 + 8**) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult Red Dragon

Huge dragon, chaotic evil

Armor class: 19 (natural armor)

Hit points: 256 (**19d12 + 133**)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+7	+3	+1	+5
(27)	(10)	(25)	(16)	(13)	(21)

Saving throws: Dex +6 Con +13 Wis +7 Cha +11

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages: Common, Draconic

Challenge rating: 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (**2d10 + 8**) piercing damage plus 7 (**2d6**) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (**2d6 + 8**) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (**2d8 + 8**) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a **DC 19 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a **DC 21 Dexterity** saving throw, taking 63 (**18d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a **DC 22 Dexterity** saving throw or take 15 (**2d6 + 8**) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Adult Wasteland Dragon

Huge dragon, chaotic evil

Armor class: 18 (natural armor)

Hit points: 225 (**18d12+108**)

Speed: burrow: 30 ft., climb: 40 ft., fly: 70 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+5	+2	+1	+3
(26)	(10)	(21)	(14)	(13)	(16)

Saving throws: Dex +6 Con +11

Damage immunities: force

Senses: blindsight 60 ft., darkvision 120 ft.,

passive Perception 16

Languages: Common, Draconic

Challenge rating: 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft, one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 **Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warped Energy Breath (Recharge 5-6). The dragon blasts warped arcane energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 **Dexterity** saving throw, taking 49 (11d8) force damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 **Dexterity** saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Creature Codex OGL*

Adult Wind Dragon

Huge dragon, chaotic neutral

Armor class: 19 (natural armor)

Hit points: 237 (19d12 + 114)

Speed: walk: 40 ft., fly: 90 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+4	+6	+3	+2	+4
(24)	(19)	(22)	(16)	(15)	(18)

Saving throws: Dex +10 Con +12 Wis +8 Cha +10

Damage immunities: lightning

Condition immunities: charmed, exhausted, paralyzed, restrained

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 24

Languages: Common, Draconic, Primordial

Challenge rating: 17 (18,000 XP)

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

at will: feather fall

3/day: lightning bolt

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Androsphinx

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

Whirling Winds. Gale-force winds rage around the dragon. Ranged weapon attacks against it are made with disadvantage.

Actions

Multiattack. The wind dragon can use its Frightful Presence and then makes three attacks: one with its bite, and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Breath of Gales (Recharge 5-6). The dragon exhales a blast of wind in a 60-foot cone. Each creature in that cone takes 27 (5d10) bludgeoning damage and is pushed 25 feet away from the dragon and knocked prone; a successful DC 20 Strength saving throw halves the damage and prevents being pushed (but not being knocked prone). All flames in the cone are extinguished.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or

become frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Tome of Beasts OGL*

Androsphinx

Large monstrosity, lawful neutral

Armor class: 17 (natural armor)

Hit points: 199 (19d10 + 95)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+5	+3	+4	+6
(22)	(10)	(20)	(16)	(18)	(23)

Saving throws: Dex +6 Con +11 Int +9 Wis +10

Damage immunities: psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, frightened

Senses: truesight 120 ft., passive Perception 20

Languages: Common, Sphinx

Challenge rating: 17 (18,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination

spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

- Cantrips (at will): sacred flame, spare the dying, thaumaturgy
- 1st level (4 slots): command, detect evil and good, detect magic
- 2nd level (3 slots): lesser restoration, zone of truth
- 3rd level (3 slots): dispel magic, tongues
- 4th level (3 slots): banishment, freedom of movement
- 5th level (2 slots): flame strike, greater restoration
- 6th level (1 slot): heroes' feast

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw. **First Roar.** Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. **Second Roar.** Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A

frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. **Third Roar.** Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Legendary actions

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Source: *Systems Reference Document*

Avatar Of Boreas

Medium elemental, chaotic evil

Armor class: 20 (natural armor)

Hit points: 168 (16d8 + 96)

Speed: walk: 50 ft., fly: 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+6	+6	+4	+4	+5
(25)	(22)	(22)	(18)	(19)	(21)

Saving throws: Dex +12 Wis +10 Cha +11

Damage immunities: cold, lightning, poison, thunder

Condition immunities: petrification, poisoned

Senses: darkvision 60 ft., truesight 120 ft., passive Perception 20

Languages: Common, Dwarvish, Giant, Infernal

Challenge rating: 17 (18,000 XP)

Chilling Presence. Boreas freezes everything within 150 feet of him. After 5 rounds, nonmagical fires up to the size of a

Barong

campfire are quenched. Water freezes within 1 minute. Spells that protect against cold are subjected to an immediate dispel magic (at +10 spellcasting ability) when within 150 feet of Boreas.

Wind Form. Boreas can shift between his humanoid body and a body made of wind and mist as an action; he can never be forced to shift forms. In wind form, he can use a whirlwind blast attack and use his spells, but no weapon attack. Truesight reveals both forms at once.

Freedom of the Wind. Locks, shackles, ropes, and other bindings cannot hold Boreas.

Innate Spellcasting. Boreas's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components:

at will: create water, detect magic, guidance, invisibility, polymorph, speak with animals, true seeing, wind wall

3/day each: call lightning, control weather, cure wounds, dispel magic, ice storm, lesser restoration

1/day each: chain lightning, earthquake, finger of death, heal, shapechange, wall of ice, word of recall

Regeneration. The avatar of Boreas regains 10 hit points at the start of its turn. If the avatar of Boreas takes fire damage, this trait does not function at the start of its next turn. The avatar of Boreas dies only if it starts its turn with 0 hit points and does not regenerate.

Actions

Multiattack. Boreas makes 4 spear attacks, or 4 longbow attacks, or 2 whirlwind blasts.

Ice Spear (Humanoid Form). Melee Weapon Attack. +13 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage plus 17 (5d6) cold damage.

North Wind Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. Hit: 10 (1d8+6) piercing damage plus 9 (2d8) cold damage.

Whirlwind Blast (Wind Form Only). Ranged Spell Attack: +11 to hit, range 50 ft., one target. Hit: 37 (5d12 + 5) slashing damage.

Legendary actions

Ice Spear. Boreas makes an ice spear attack.

North Wind's Glare. Boreas freezes a foe with a look. One creature within 60 feet that the avatar of Boreas can see must make a successful DC 19 **Constitution** saving throw or be petrified until the start of the avatar's next turn.

Whirlwind Movement (Costs 2 Actions).

Boreas erupts into an icy whirlwind. Mundane and magical light sources alike within 20 feet are automatically extinguished. Each creature within 20 feet of the avatar must succeed on a DC 21 **Dexterity** saving throw or take 14 (4d6) cold damage. The avatar can then fly up to half its flying speed.

Source: Tome of Beasts OGL

Barong

Large celestial, lawful good

Armor class: 20 (natural armor)

Hit points: 225 (18d10+126)

Speed: fly: 60 ft., walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+5	+7	+4	+6	+6
(25)	(20)	(25)	(18)	(23)	(22)

Saving throws: Con +13 Wis +12 Cha +12

Damage immunities: radiant

Condition immunities: charmed, exhaustion, frightened

Senses: truesight 120 ft., passive Perception 22

Languages: all, telepathy 120 ft.

Challenge rating: 17 (18,000 XP)

Aura of Protection. All allies within 30 feet of Barong gain a +6 bonus to saving throws as long as Barong is conscious.

Divine Weapons. Barong's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (already included below).

Magic Resistance. Barong has advantage on saving throws against spells and other magical effects.

Pack Tactics. Barong has advantage on attack rolls against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. Barong makes two attacks: one with his bite and one with his claws.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage plus 18 (4d8) radiant damage.

Claws. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) slashing damage plus 18 (4d8) radiant damage.

Summon Spirit (1/Day). Barong can summon any combination of 2d4 good-aligned ghosts, uraeuses or couatls; 1d4 temple dogs, unicorns, or good-aligned wraiths; or one buraq or deva. The spirits and celestials appear in unoccupied spaces within 60 feet of Barong and act as his allies. They remain for 1 minute or until Barong dismisses them as an action.

Legendary actions

Claw. Barong makes one claw attack.

Enlightening Roar. Each creature he chooses within 30 feet of him can immediately repeat a saving throw to end one condition currently affecting it.

Divine Command (Costs 2 Actions). Barong roars a command at one allied undead or celestial within 30 feet of him. It can move up to its speed and make one attack as a reaction. The creature doesn't provoke an opportunity attack from this movement. Bats exist in hundreds of species, from the harmless messenger bats of the ghoulish empire to the ravaging blood-devouring vampire bats found in various castles and deep jungles. The giant albino bat and the giant vampire bat are two monsters that vex adventurers more often than most, and they are often allies of darakhul, werabats, dhampirs, and vampires.

Source: *Creature Codex OGL*

Dragon Turtle

Gargantuan dragon, neutral

Armor class: 20 (natural armor)

Hit points: 341 (22d20 + 110)

Speed: walk: 20 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+5	0	+1	+1
(25)	(10)	(20)	(10)	(12)	(12)

Saving throws: Dex +6 Con +11 Wis +7

Senses: darkvision 120 ft., passive Perception 11

Languages: Aquan, Draconic

Challenge rating: 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a **DC 20 Strength** saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a **DC 18 Constitution** saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Source: *Systems Reference Document*

Elemental Locus

Gargantuan elemental, neutral

Armor class: 16 (natural armor)

Hit points: 290 (20d20 + 80)

Speed: walk: 5 ft.

STR	DEX	CON	INT	WIS	CHA
+9 (28)	-5 (1)	+4 (18)	0 (10)	0 (11)	0 (11)

Saving throws: Int +6 Wis +6 Cha +6

Damage immunities: acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages: Primordial

Challenge rating: 17 (18,000 XP)

Magic Resistance. The elemental locus has advantage on saving throws against spells and other magical effects.

Immortal. The elemental locus does not age and does not die when it drops to 0 hit points. If the elemental locus drops to 0 hit points, it falls into a quiescent state for 25 weeks before returning to activity with full hit points. Its spawned elementals continue fighting whatever enemies attacked the elemental locus; if no enemies are present, they defend the locus's area.

Massive. The elemental locus is larger than most Gargantuan creatures, occupying a space of 60 by 60 feet. Its movement is not affected by difficult terrain or by Huge or smaller creatures. Other creatures can enter and move through the elemental locus's space, but they must make a successful **DC 20 Strength** (Athletics) check after each 10 feet of movement. Failure indicates they fall prone and can move no farther that turn.

Spawn Elementals. As a bonus action, the elemental locus loses 82 hit points and spawns an air, earth, fire, or water elemental to serve it. Spawned elementals answer to their creator's will and are not fully independent. The types of elementals the locus can spawn depend on the terrain it embodies; for example, an elemental locus of the desert can spawn earth, fire, and air elementals, but not water.

Siege Monster. The elemental locus deals double damage to objects and structures.

Actions

Multiattack. The elemental locus makes two slam attacks.

Slam. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 36 (6d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a **DC 23 Strength** saving throw or be knocked prone.

Source: *Tome of Beasts OGL*

Koschei

Medium fiend, neutral evil

Armor class: 18 (natural armor)

Hit points: 135 (18d8 + 54)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+3	+3	+1	+5
(22)	(12)	(17)	(17)	(13)	(21)

Saving throws: Dex +7 Wis +7 Cha +11

Damage immunities: necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened

Senses: darkvision 60 ft., passive Perception 17

Languages: Abyssal, Common, Celestial, Dwarvish, Infernal

Challenge rating: 17 (18,000 XP)

Hidden Soul. A creature holding the egg containing Koschei's soul can use an action to compel Koschei as if a dominate monster spell were cast on him and Koschei failed his saving throw. As long as the soul is within the needle, Koschei can't permanently die. If he is killed, his body reforms in his lair in **1d10** days. If the needle is broken, Koschei can be killed like any other creature.

Innate Spellcasting. Koschei's innate spellcasting attribute is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

at will: detect magic, phantom steed, scorching ray, sending

3/day each: invisibility, magic missile, shield

2/day each: animate objects, cone of cold, hypnotic pattern

1/day each: disintegrate, meteor swarm, true polymorph

Legendary Resistance (3/day). If Koschei fails a saving throw, he can choose to succeed instead.

Magic Weapons. Koschei's weapon attacks are magical and do an extra 14 (4d6) necrotic damage (included below).

Koschei's Lair Actions. on initiative count 20 (losing initiative ties), Koschei takes a lair action to cause one of the following effects; Koschei can't use the same effect two rounds in a row:

- Koschei creates a whirlwind centered on a point he can see within 100 feet. The whirlwind is 10 feet wide and up to 50 feet tall. A creature in the area of the whirlwind when it's created, or who enters the area for the first time on a turn, must make a **DC 15 Strength** saving throw. On a failed save, the creature is restrained and takes 18 (4d8) bludgeoning damage from the buffeting wind. A restrained creature can escape from the whirlwind by using its action to repeat the saving throw; on a success, it moves 5 feet outside the area of the whirlwind. The whirlwind lasts until Koschei uses this action again or dies.
- Tortured spirits appear and attack up to three creatures Koschei can see within the lair. One attack is made against each targeted creature; each attack has +8 to hit and does 10 (3d6) necrotic damage.
- Koschei disrupts the flow of magic in his lair. Until initiative count 20 on the following round, any creature other than a fiend who targets Koschei with a spell must make a **DC 15 Wisdom** saving throw. On a failure, the creature still casts the spell, but it must target a creature other than Koschei.

Regional Effects. the region containing Koschei's lair is warped by Koschei's magic, which creates one or more of the following effects:

- Rabbits, ducks, and other game animals become hostile toward intruders within

Moonlit King

5 miles of the lair. They behave aggressively, but only attack if cornered. Foraging for food by hunting is difficult and only yields half the normal amount of food.

- Wind and snowstorms are common within 5 miles of the lair.
- Koschei is aware of any spell cast within 5 miles of his lair. He knows the source of the magic (innate, the caster's class, or a magic item) and knows the direction to the caster.

if Koschei dies, conditions in the area surrounding his lair return to normal over the course of **1d10** days.

Actions

Multiattack. Koschei makes two longsword attacks and one drain life attack.

Longsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (**1d8 + 6**) slashing damage or 11 (**1d10 + 6**) slashing damage if used in two hands plus 14 (**4d6**) necrotic damage.

Drain Life. Melee Spell Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (**4d6 + 6**) necrotic damage. The target must succeed on a **DC 19 Constitution** saving throw or its hit point maximum is reduced by an amount equal to the damage taken from this attack, and Koschei regains an equal number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Legendary actions

Attack. Koschei makes one attack with his longsword.

Teleport. Koschei teleports to an unoccupied space he can see within 40 feet.

Drain (2 actions). Koschei makes one attack with Drain Life.

Source: *Tome of Beasts OGL*

Moonlit King

Medium fey, neutral good

Armor class: 17 (half plate)
Hit points: 170 (**20d8 + 80**)
Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+4	+5	+4	+5
(16)	(20)	(18)	(20)	(18)	(20)

Saving throws: Con +10 Wis +10 Cha +11

Damage immunities: cold, fire, poison

Condition immunities: charmed, frightened, poisoned

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages: Abyssal, Celestial, Common, Draconic, Elvish, Infernal, Umbral; telepathy 100 ft.

Challenge rating: 17 (18,000 XP)

Control Moonlight. As a bonus action, the Moonlit King can cause all areas of moonlight within 100 feet to move up to 10 feet.

Innate Spellcasting. the Moonlit King's innate spellcasting ability score is Charisma (save DC 19, +11 to hit with spell attacks). The Moonlit King can innately cast the following spells, requiring no material components.

at will: continual flame, detect evil and good, invisibility (self only), moonbeam, zone of truth

3/day each: blight, dispel evil and good, dispel magic

1/day each: demiplane, heal

Legendary Resistance (3/day). If the Moonlit King fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Moonlit King's weapon attacks are magical, and deal an

extra 7 (2d6) radiant damage (included below).

Moonlit King's Lair. on initiative count 20 (losing initiative ties), the Moonlit King takes a lair action to cause one of the following effects; the Moonlit King can't use the same effect two rounds in a row:

- The Moonlit King creates four beams of moonlight at four points he can see within 100 feet. The beams each illuminate a 10-foot radius with dim light. These moon beams last until the Moonlit King uses this action again, or until he dies.
- The Moonlit King chooses a point he can see within 100 feet. Disembodied whispers speaking of despair and failure fill a 30-foot radius from that point. All creatures other than fiends in the area must succeed on a **DC 15 Wisdom** saving throw or become frightened until initiative count 20 on the following round.
- The Moonlit King magically summons four shadow demons. The demons appear in unoccupied spaces the Moonlit King can see within 60 feet. The demons act immediately and remain until initiative count 20 on the following round.

Regional Effects. the region containing the Moonlit King's lair is warped by the fey lord's magic, which creates one or more of the following effects:

- Dreams and fears take on a life of their own. Minor visual and auditory hallucinations plague creatures within 6 miles of the lair.
- The Moonlit King can communicate telepathically with and share the senses of any stryxx within 10 miles of his lair.
- Weather conditions don't inhibit moonlight shining within 10 miles of the lair; clouds part, rain seems to channel moonbeams, snow takes on a luminous silver glow.

if the Moonlit King dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. The Moonlit King makes three attacks with either his crystal staff or his moon bolt.

Crystal Staff. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) radiant damage. A target that is struck by the staff two or more times in one turn must make a successful **DC 17 Constitution** saving throw or be stunned until the end of its next turn.

Moon Bolt. Ranged Spell Attack: +11 to hit, range 150/600 ft., one target. Hit: 22 (4d10) radiant damage. If the target is a creature in a form other than its natural form, it takes an additional 22 (4d10) radiant damage and must succeed on a **DC 19 Charisma** saving throw or revert to its natural form. When the moon bolt hits a target, moonlight glows in a 10-foot radius from that point, creating dim light. The light is stationary and lasts until the end of the Moonlit King's next turn.

Fearful Shadows (Recharge 5-6). The Moonlit King magically animates the shadows of all foes within 60 feet of himself. The animated shadows attack the creatures who cast them. All affected creatures in the area take 35 (10d6) necrotic damage, or half damage with a successful **DC 19 Dexterity** saving throw. A creature that fails the saving throw also loses **1d4** points from its Strength score. A creature reduced to 0 Strength is unconscious until it regains at least 1 point of Strength. Strength lost to fearful shadows returns when the creature finishes a short or long rest.

Summon Devil (1/Day). The Moonlit King magically summons a lunar devil. The summoned devil appears in an unoccupied space within 60 feet of its

Queen Of Witches

summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 10 minutes, until its summoner dies, or until its summoner dismisses it as an action.

Legendary actions

Staff. The Moonlit King makes a crystal staff attack.

Lightwalking. The Moonlit King teleports from one area of moonlight to another within 100 feet.

Aura of Madness (2 actions). While he is standing in an area of moonlight, the Moonlit King can spread his madness to other creatures within 30 feet. A creature other than a fiend that starts its turn in the aura or enters it for the first time on a turn (including when the aura is created) must succeed on a **DC 19 Charisma** saving throw or be confused (as if affected by the confusion spell) until the start of its next turn. The aura lasts until the start of the Moonlit King's next turn.

Source: *Tome of Beasts OGL*

Queen Of Witches

Large fey, neutral

Armor class: 18 (natural armor)

Hit points: 123 (13d10 + 52)

Speed: hover: True ft., walk: 40 ft., fly: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	0	+4	+3	+4	+6
(22)	(10)	(19)	(16)	(18)	(22)

Saving throws: Dex +6 Wis +10 Cha +12

Damage immunities: radiant

Condition immunities: blinded, charmed, frightened

Senses: truesight 60 ft., passive Perception 19

Languages: Celestial, Common, Draconic, Elvish, Sylvan, Umbral

Challenge rating: 17 (18,000 XP)

Absorb the Weave. When Nicnevin counters or dispels a spell, she heals damage equal to twice the spell level.

Innate Spellcasting. nicnevin's spellcasting attribute is Charisma (save DC 19, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

at will: faerie fire, hex, misty step, silent image, tongues

3/day each: chain lightning, counterspell, dispel magic, hypnotic pattern, teleportation circle

2/day each: bestow curse, feeblemind, mass suggestion, flesh to stone

1/day each: power word kill, sleep (9th level), true polymorph

Magic Resistance. Nicnevin has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). If Nicnevin fails a saving throw she can choose to succeed instead.

Token of Favor. As an action, Nicnevin can cut a lock of her copper hair and twist it into a token for a creature she chooses. As long as that creature carries the token, it gains the magic resistance trait (see above). Nicnevin can revoke her favor at any time as a bonus action. When that happens, the creature loses the benefit of the token and, if Nicnevin wishes, the creature also has disadvantage on saving throws against spells and other magical effects for 24 hours.

The Queen of Witches's Lair. on initiative count 20 (losing initiative ties), Nicnevin takes a lair action to cause one of the following effects; Nicnevin can't use the same effect two rounds in a row:

- Nicnevin causes a searing flare of moonlight to burst from a point she can see within 100 feet. All creatures

Nicnevin chooses within 30 feet of that point take 13 (3d8) radiant damage, or half damage with a successful **DC 15 Wisdom** saving throw. Creatures not in their natural form have disadvantage on the saving throw, and if they fail, they revert to their natural form immediately (this does not affect any shape-changing effect created by Nicnevin).

- A wall of softly glowing crystal springs up from a solid surface in the lair. The wall is 60 feet long, 10 feet high, 5 feet thick, blocks line of sight, and sheds dim light out to 10 feet. Creatures within the wall's area when it appears must succeed on a **DC 15 Dexterity** saving throw or take 14 (4d6) radiant damage. The creature is pushed out of the wall's space to whichever side it chooses. Each 5-foot section of the wall has AC 15, 10 hit points, resistance to fire, slashing, and piercing damage, immunity to poison and psychic damage, and vulnerability to thunder. The wall lasts until Nicnevin uses this action again or dies.
- Until initiative count 20 on the following round, any creatures other than fey who attempt to cast a spell must succeed on a **DC 15 Constitution** saving throw or the spell fails and the spell slot is expended. A creature becomes aware of this effect the moment it begins casting a spell, and it can choose to take a different action instead.

Regional Effects. the region containing Nicnevin's lair is warped by the queen's magic, which creates one or more of the following effects:

- Calling Nicnevin's name under the light of the moon within 10 miles of her lair draws Nicnevin's attention (as if she cast a scrying spell). She may visit the supplicant and hear a request, especially if the request is repeated on multiple nights. For 24 hours after the invocation, Nicnevin has a connection

to the area that allows her to target it with teleportation circle.

- Despite the weather, the moon is always visible for most of the night within 10 miles of the lair. Cloud cover has many breaks, or the moon's light sharply penetrates the clouds.
- Silvery fog is common within 10 miles of the lair, and strange whispers are heard within the mist.

if Nicnevin dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. Nicnevin makes two attacks, or makes one attack and casts a spell.

Moonsilver Ring. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) radiant damage. The moonsilver ring is a magical weapon.

Blast. Ranged Spell Attack: +12 to hit, range 120 ft., one target. Hit: 11 (1d10 + 6) force damage. A creature hit by a blast must succeed on a **DC 19 Strength** saving throw or be pushed 10 feet directly away from Nicnevin.

Legendary actions

Attack. Nicnevin makes one attack.

Spell (2 actions). Nicnevin casts a spell.

Teleport. Nicnevin magically teleports to an unoccupied space she can see within 40 feet.

Source: Tome of Beasts OGL

Urochar (Strangling Watcher)

Huge aberration, chaotic evil

Armor class: 19 (natural armor)

Hit points: 256 (19d12 + 133)

Speed: walk: 40 ft., climb: 20 ft.

Urochar (Strangling Watcher)

STR	DEX	CON	INT	WIS	CHA
+7	+2	+7	+2	+2	+5
(24)	(15)	(24)	(14)	(14)	(20)

Saving throws: Dex +8 Con +13 Wis +9 Cha +11

Damage immunities: thunder

Condition immunities: frightened

Senses: truesight 120 ft., passive Perception 19

Languages: understands Darakhul and Void Speech

Challenge rating: 17 (18,000 XP)

Death Throes. When a strangling watcher dies, it releases all the fear it consumed in its lifetime in a single, soul-rending wave. All creatures within 60 feet of it must succeed on a **DC 19 Charisma** saving throw or become frightened. A frightened creature takes 13 (**2d12**) psychic damage at the start of each of its turns from the centuries of accumulated dread. It can repeat the Charisma saving throw at the end of each of its turns, ending the effect on a success.

Innate Spellcasting. the watcher's innate spellcasting ability is Charisma (spell save DC 19). It can cast the following spells, requiring no material components:

at will: feather fall

3/day each: blur, meld into stone, phantasmal killer

1/day each: black tentacles, eyebite, greater invisibility

Spider Climb. The watcher can climb any surface, including upside down on ceilings, without making an ability check.

Squeeze. Despite their size, strangling watchers have slender, boneless bodies, enabling them to squeeze through passages only a Small-sized creature could fit through, without affecting their movement or combat capabilities.

Actions

Multiattack. The watcher makes four attacks with its tentacles.

Tentacle. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 20 (**3d8 + 7**) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. Each of its four tentacles can grapple one target.

Paralyzing Gaze (Recharge 5-6). The watcher can target one creature within 60 feet with its eerie gaze. The target must succeed on a **DC 19 Wisdom** saving throw or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the watcher's gaze for the next 24 hours.

Legendary actions

Crush Attack. The urochar crushes one creature grappled by its tentacle. The target takes 25 (**4d8 + 7**) bludgeoning damage.

Tentacle Attack. The watcher makes one tentacle attack.

Tentacle Leap (Costs 2 Actions). Using a tentacle, the urochar moves up to 20 feet to an unoccupied space adjacent to a wall, ceiling, floor, or other solid surface. This move doesn't trigger reactions. The urochar must have at least one tentacle free (not grappling a creature) to use this action. Grappled creatures move with the urochar.

Source: Tome of Beasts OGL

Challenge 18

Ancient Mithral Dragon*Gargantuan dragon, neutral*

Armor class: 20 (natural armor)

Hit points: 297 (17d20 + 119)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+3	+7	+7	+7	+7
(29)	(16)	(25)	(24)	(25)	(24)

Saving throws: Dex +9 Con +13 Int +13 Wis +13 Cha +13

Damage immunities: acid, thunder

Condition immunities: charmed

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages: Celestial, Common, Draconic, Primordial

Challenge rating: 18 (20,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. the dragon's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no material components:

at will: tongues

5/day each: counterspell, dispel magic, enhance ability

Mithral Shards. Ancient mithral dragons can choose to retain the mithral shards of their breath weapon as a hazardous zone of spikes. Treat as a spike growth zone that does **2d8** magical slashing damage for every 5 feet travelled.

Spellcasting. the dragon is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It requires no material components to cast its spells. The dragon has the following wizard spells prepared:

cantrips (at will): acid splash, light, mage hand, minor illusion, prestidigitation

1st level (4 slots): charm person, expeditious retreat, magic missile, unseen servant

2nd level (3 slots): blur, hold person, see invisibility

3rd level (3 slots): haste, lightning bolt, protection from energy

4th level (3 slots): dimension door, stoneskin, wall of fire

5th level (2 slots): polymorph, teleportation circle

6th level (1 slot): guards and wards

7th level (1 slot): forcecage

8th level (1 slot): antimagic field

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 22 (2d12 + 9) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 18 (2d8 + 9) slashing damage, and the target loses 5 hit point from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 5 hp per round for each bleeding wound it's taken from a mithral dragon's claws.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed

on a DC 21 **Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). A mithral dragon can spit a 60-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 59 (17d6) magical slashing damage and lose another 10 hit points from bleeding at the start of their turns for 6 rounds; slashing and bleed damage is halved by a successful DC 21 **Dexterity** saving throw. Only magical healing stops the bleeding before 6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 **Dexterity** saving throw or take 18 (2d8 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Tome of Beasts OGL*

Lord Of The Hunt

Medium fey, lawful neutral

Armor class: 18 (natural armor)

Hit points: 229 (27d8 + 108)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+4	+4	+2	+4	+2
(21)	(18)	(19)	(14)	(18)	(15)

Saving throws: Str +11 Wis +10 Cha +8

Damage immunities: cold, poison

Condition immunities: exhaustion, charmed, frightened, poisoned

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 20

Languages: Common, Draconic, Elvish, Sylvan

Challenge rating: 18 (20,000 XP)

Expert Rider. While the Lord of the Hunt is mounted, any attack directed at his steed targets the rider instead. The steed uses the Lord of the Hunt's saving throws. If the mount succeeds on a saving throw against a damaging effect, it takes no damage.

Innate Spellcasting. the lord of the hunt's innate spellcasting ability score is Charisma (save DC 16). The Lord of the Hunt can innately cast the following spells, requiring no material components.

at will: druidcraft, hunter's mark, phantom steed

3/day each: commune with nature, conjure volley

1/day: conjure fey (conjured creatures vanish if the Lord of the Hunt's concentration is broken)

Legendary Resistance (3/day). If the Lord of the Hunt fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Lord of the Hunt's weapon attacks are magical.

Lord of the Hunt's Lair. non initiative count 20 (losing initiative ties), the Lord of the Hunt takes a lair action to cause one of the following effects; the Lord of the Hunt can't use the same effect two rounds in a row:

- The Lord of the Hunt chooses a point he can see within the lair. Plants erupt from the ground in a 20-foot radius surrounding that point, creating difficult terrain. Any creatures in the area at the start of their turn, or who

enter the area for the first time on a turn, must make a successful **DC 15 Dexterity** saving throw or become restrained by the vines and take 13 (3d8) poison damage. A creature can be freed if it or an adjacent ally uses an action to make a successful **DC 15 Strength** check. This effect lasts until the Lord of the Hunt uses this lair action again, or dies.

- The Lord of the Hunt lets out a war cry. A creature the Lord can see within 120 feet must succeed on a **DC 15 Wisdom** saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.
- The Lord of the Hunt magically marks a target he can see within 120 feet. The Lord has advantage on attack rolls against the marked target. The mark lasts until initiative count 20 on the following turn.

Regional Effects. the region containing Lord of the Hunt's encampment is warped by his magic, which creates one or more of the following effects:

- Game animals become plentiful within 3 miles of the lair. Wisdom (Survival) checks to hunt for food are made with advantage, but patrols from the Wild Hunt don't take kindly to poachers.
- Domesticated animals within 3 miles of the lair become skittish and fearful. They are more difficult to handle and flee the area if left to their own devices.
- Areas of natural terrain within 3 miles of the lair subtly rearrange themselves to create game trails through even the densest wilderness.

when the Lord of the Hunt breaks camp or dies, the area around the previous campsite returns to normal immediately.

Actions

Multiattack. The Lord of the Hunt makes three melee attacks or ranged attacks

Huntsman's Spear. Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft. or range 60/120 ft., one target. Hit: 12 (2d6 + 5) piercing damage or 14 (2d8 + 5) piercing damage if used in two hands, plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a **DC 19 Strength** saving throw or be knocked prone. As a bonus action, the Lord of the Hunt can cause his spear to magically appear in his hand, even if it is destroyed.

Howling Longbow. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Legendary actions

Strike. The Lord of the Hunt makes a huntsman's spear attack or a howling longbow attack.

Tenacious Stride. The Lord of the Hunt moves half his speed, or half the speed of any steed he rides.

Call the Hunt (2 actions). The Lord of the Hunt blows his hunting horn and chooses one creature he can see within 60 feet. If the creature can hear the horn, it must succeed on a **DC 16 Charisma** saving throw against this magic or be charmed by the Lord of the Hunt for 8 hours. A charmed creature joins the wild hunt and follows the verbal instructions of the Lord of the Hunt, treating all former allies as enemies. If a charmed creature damages or is damaged by a former ally, it can repeat the saving throw at the end of its turn, ending the effect on itself on a success. Once a creature successfully saves or the effect ends for it, it is immune to Call the Hunt for the next 24 hours.

Source: Tome of Beasts OGL

War Machine Golem

Gargantuan construct, unaligned

Armor class: 18 (natural armor)

Hit points: 232 (15d20+75)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	-1	+5	-4	0	-5
(26)	(8)	(21)	(3)	(10)	(1)

Damage immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Dwarvish but can't speak

Challenge rating: 18 (20,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Siege Monster. The golem deals double damage to objects and structures.

Actions

Multiattack. The golem makes two slam attacks and one catapult attack.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage.

Catapult. The war machine golem hurls a boulder at a point it can see within 120 feet of it. Each creature within 10 feet of that point must make a **DC 19 Dexterity** saving throw. On a failure, a target takes 16 (3d10) bludgeoning damage and is knocked prone. On a success, a target takes half the damage and isn't knocked prone.

Fire Breath (Recharge 5-6). The war machine golem breathes fire in a 60-foot cone. Each creature in the area must make a **DC 19 Dexterity** saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Challenge 19

Balor*Huge fiend, chaotic evil*

Armor class: 19 (natural armor)

Hit points: 262 (21d12 + 126)

Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+6	+5	+3	+6
(26)	(15)	(22)	(20)	(16)	(22)

Saving throws: Str +14 Con +12 Wis +9 Cha +12**Damage immunities:** fire, poison**Condition immunities:** poisoned**Senses:** truesight 120 ft., passive Perception 13**Languages:** Abyssal, telepathy 120 ft.**Challenge rating:** 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a **DC 20 Dexterity** saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Magic Resistance. The balor has advantage on saving throws against spells and other magical effects.

Magic Weapons. The balor's weapon attacks are magical.

Actions

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a **DC 20 Strength** saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning. A balor has a 50 percent chance of summoning 1d8 vrocks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, or one goristro. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

*Source: Systems Reference Document***Hraesvelgr The Corpse Swallower***Huge giant, titan), neutral*

Armor class: 19 (natural armor)

Hit points: 241 (21d12 + 105)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+5	+3	+3	+5
(25)	(10)	(20)	(16)	(17)	(20)

Hraesvelgr The Corpse Swallower

Saving throws: Dex +6 Int +9 Wis +9 Cha +11

Damage immunities: cold; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: exhaustion

Senses: passive Perception \$1

Languages: Auran, Common, Giant (can't speak in roc form)

Challenge rating: 19 (22,000 XP)

Innate Spellcasting. hraesvelgr's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material or somatic components:

at will: feather fall, light

3/day: control weather

Keen Sight (Roc Form Only). Hraesvelgr has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day). If Hraesvelgr fails a saving throw, he can choose to succeed instead.

Shapechanger. Hraesvelgr can use a bonus action to change into a roc. Any equipment he wears or carries melds into his new form. It keeps its game statistics except as noted. He reverts to his giant form if it is reduced to 0 hit points or when it uses a bonus action to change back.

Hraesvelgr's Lair. on initiative count 20 (losing initiative ties), Hraesvelgr takes a lair action to cause one of the following effects; Hraesvelgr can't use the same effect two rounds in a row:

- Hraesvelgr unleashes a blast of wind in a 60-foot cone. All creatures in the area must succeed on a **DC 15 Dexterity** saving throw or be knocked prone.
- One creature within 60 feet that Hraesvelgr can see must succeed on a **DC 15 Strength** saving throw or be swept up in a pillar of wind. The

creature is restrained and suspended 15 feet off the ground. If the creature has something to pull on, it can pull itself out of the wind by using an action and making a successful **DC 15 Strength** check; another creature who can reach the suspended creature can pull it free in the same way. Alternatively, a flying creature can repeat the saving throw as an action. On a success, it moves 5 feet out of the pillar of wind. This effect lasts until Hraesvelgr takes this action again or dies.

- Hraesvelgr lets out a thunderous bellow in giant form or an ear-splitting shriek in roc form. All creatures within 30 feet must make a successful **DC 15 Constitution** saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

Regional Effects. the region containing Hraesvelgr's lair is warped by the corpse swallower's magic, which creates one or more of the following effects:

- Strong windstorms are common within 6 miles of the lair.
- Giant avian beasts are drawn to the lair and fiercely defend it against intruders.
- The wind within 10 miles of the lair bears a pungent carrion stench.

if Hraesvelgr dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. Hraesvelgr makes two attacks.

Beak (Roc Form Only). Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Fist (Giant Form Only). Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage, and the target must succeed on a **DC 21**

Constitution saving throw or be stunned until the start of Hraesvelgr's next turn.

Talons (Roc Form Only). Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and Hraesvelgr can't use his talons against another target.

Gale Blast (recharge 5-6). Hraesvelgr unleashes a gale-force blast of wind in a line 60 feet long and 10 feet wide. Creatures in the area take 35 (10d6) bludgeoning damage and are pushed 15 feet directly away from Hraesvelgr, or they take half damage and are not pushed with a successful DC 19 **Strength** saving throw.

Legendary actions

Attack. Hraesvelgr makes a fist or talon attack.

Move (2 actions). Hraesvelgr moves half his speed. If in roc form, all creatures within 10 feet of Hraesvelgr at the end of this move must succeed on a DC 15 **Dexterity** saving throw or take 10 (3d6) bludgeoning damage and fall prone.

Swallow (3 actions, Roc Form Only).

Hraesvelgr makes a bite attack against a creature he has grappled. If he hits, he swallows the creature. A swallowed creature is no longer grappled, but is blinded, restrained, and has advantage against attacks and effects originating from outside Hraesvelgr. A swallowed creature takes 14 (4d6) acid damage at the start of each of Hraesvelgr's turns. If Hraesvelgr returns to giant form, or takes 40 damage or more in a single turn from a swallowed creature, he must succeed on a DC 20 **Constitution** saving throw or regurgitate all swallowed creatures, which land prone within 10 feet of the giant. If Hraesvelgr dies, swallowed creatures are no longer restrained and can escape the corpse by spending 30 feet of movement, exiting prone.

Source: *Tome of Beasts OGL*

Living Star

Huge celestial, any alignment

Armor class: 19 (natural armor)

Hit points: 207 (18d12+90)

Speed: fly: 60 ft., walk: 0 ft.

STR	DEX	CON	INT	WIS	CHA
+7 (24)	+6 (22)	+5 (21)	+5 (21)	+4 (19)	+6 (22)

Saving throws: Dex +12 Con +11 Wis +10

Damage immunities: necrotic, poison, radiant

Condition immunities: charmed, frightened, poisoned, stunned

Senses: truesight 120 ft., passive Perception 20

Languages: Celestial, Common

Challenge rating: 19 (22,000 XP)

Magic Resistance. The living star has advantage on saving throws against spells and other magical effects.

Resize. As a bonus action, the living star can change its size. This trait works like the enlarge/reduce spell, except it deals 2d4 extra damage when enlarged and 2d4 less damage when reduced.

Starshine. A creature that starts its turn within 30 feet of the living star must make a DC 19 **Intelligence** saving throw. On a failed save, the creature is blinded for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the living star's Starshine for the next 24 hours.

Supernova. When a living star dies, it erupts, and each creature within 30 feet of it must make a DC 19 **Dexterity** saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hp by this damage dies.

Actions

Multiattack. The living star makes three starflare attacks. It can use its Silvered Ray in place of one starflare attack.

Starflare. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage plus 14 (4d6) radiant damage.

Silvered Ray. Ranged Spell Attack: +12 to hit, range 150 ft., one target. Hit: 28 (4d10 + 6) radiant damage, and the target must succeed on a DC 19 Charisma saving throw or be stunned until the end of its next turn.

Source: *Creature Codex OGL*

Shoggoth

Huge aberration, chaotic neutral

Armor class: 18 (natural armor)

Hit points: 387 (25d12 + 225)

Speed: walk: 50 ft., climb: 30 ft., swim: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+9	+1	+3	+1
(26)	(14)	(28)	(12)	(16)	(13)

Damage immunities: cold, thunder, slashing

Condition immunities: blinded, deafened, prone, stunned, unconscious

Senses: darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages: Void Speech

Challenge rating: 19 (22,000 XP)

Anaerobic. A shoggoth doesn't need oxygen to live. It can exist with equal comfort at the bottom of the ocean or in the vacuum of outer space.

Absorb Flesh. The body of a creature that dies while grappled by a shoggoth is completely absorbed into the shoggoth's mass. No portion of it remains to be used in raise dead, reincarnate, and comparable spells that require touching the dead person's body.

Amorphous. A shoggoth can move through a space as small as 1 foot wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller than itself, but it isn't subject to any other penalties for squeezing.

Hideous Piping. The fluting noises made by a shoggoth are otherworldly and mind-shattering. A creature that can hear this cacophony at the start of its turn and is within 120 feet of a shoggoth must succeed on a DC 15 Wisdom saving throw or be confused (as the spell confusion) for 1d4 rounds. Creatures that roll a natural 20 on this saving throw become immune to the Hideous Piping for 24 hours. Otherwise, characters who meet the conditions must repeat the saving throw every round.

Keen Senses. A shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rolling Charge. If the shoggoth moves at least 20 feet straight toward a creature and hits it with a slam attack on the same turn, that creature must succeed on a DC 20 Dexterity saving throw or be knocked prone. If the creature is knocked prone, the shoggoth immediately moves into the creature's space as a bonus action and crushes the creature beneath its bulk. The crushed creature can't breathe, is restrained, and takes 11 (2d10) bludgeoning damage at the start of each of the shoggoth's turns. A crushed creature remains in its space and does not move with the shoggoth. A crushed creature can escape by using an action and making a successful DC 19 Strength check. On a success, the creature crawls into an empty space within 5 feet of the shoggoth.

Actions

Multiattack. The shoggoth makes 1d4 + 1 slam attacks. Reroll the number of attacks at the start of each of the shoggoth's turns.

Slam. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8)

bludgeoning damage, and the target is grappled (escape DC 18) and restrained. The shoggoth can grapple any number of creatures simultaneously, and this has no effect on its number of attacks.

Source: Tome of Beasts OGL

Challenge 20

Ancient Brass Dragon

Gargantuan dragon, chaotic good

Armor class: 20 (natural armor)

Hit points: 297 (17d20 + 119)

Speed: walk: 40 ft., burrow: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+7	+3	+2	+4
(27)	(10)	(25)	(16)	(15)	(19)

Saving throws: Dex +6 Con +13 Wis +8 Cha +10

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages: Common, Draconic

Challenge rating: 20 (25,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 18 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving

throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons: **Fire Breath.** The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a **DC 21 Dexterity** saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. **Sleep Breath.** The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a **DC 21 Constitution** saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a **DC 22 Dexterity** saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient White Dragon

Source: *Systems Reference Document*

Ancient White Dragon

Gargantuan dragon, chaotic evil

Armor class: 20 (natural armor)

Hit points: 333 (18d20 + 144)

Speed: walk: 40 ft., burrow: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+8	0	+1	+2
(26)	(10)	(26)	(10)	(13)	(14)

Saving throws: Dex +6 Con +14 Wis +7 Cha +8

Damage immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages: Common, Draconic

Challenge rating: 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (1*6d8*) cold damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Emperor Of The Ghouls

Medium undead, neutral evil

Armor class: 20 (natural armor)

Hit points: 204 (24d8 + 96)

Speed: walk: 30 ft., burrow: 15 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	+5	+3	+5
(18)	(14)	(19)	(20)	(17)	(21)

Saving throws: Dex +8 Wis +9

Damage immunities: poison; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition immunities: charmed, exhaustion, frightened, poisoned
Senses: darkvision 120 ft., passive Perception 19

Languages: Common, Darakhul, Draconic, Gnoll, Undercommon
Challenge rating: 20 (25,000 XP)

Legendary Resistance (3/day). If the emperor fails a saving throw, he can choose to succeed instead.

Spellcasting. the emperor is a 17th-level spellcaster. His spellcasting attribute is Charisma (spell save DC 19, +11 to hit with spell attacks). The emperor knows the following sorcerer spells:

cantrips (at will): blade ward, chill touch, message, prestidigitation, shocking grasp, true strike

1st level (4 slots): magic missile, shield

2nd level (3 slots): mirror image, phantasmal force

3rd level (3 slots): fear, fireball

4th level (3 slots): blight, dimension door

5th level (2 slots): cloudkill, hold monster

6th level (1 slot): circle of death

7th level (1 slot): finger of death, teleport

8th level (1 slot): power word stun

9th level (1 slot): power word kill

Sunlight Sensitivity. While in direct sunlight, the emperor has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Turn Resistance. The emperor has advantage on saving throws against effects that turn undead.

Emperor Of The Ghouls' Lair Actions. on initiative count 20 (losing initiative ties), the Emperor takes a lair action to cause one of the following effects. The Emperor

can't use the same effect two rounds in a row:

- Until initiative count 20 on the following round, all creatures other than undead and constructs who take necrotic damage take an additional 7 (2d6) necrotic damage.
- The emperor targets a creature within 30 feet that he can see. The creature must succeed on a **DC 15 Constitution** saving throw or take 18 (4d8) necrotic damage. The emperor regains hit points equal to the damage.
- A wall of ice springs up from a surface within 100 feet of the emperor. The wall is 60 feet long, 10 feet high, and 5 feet thick. A creature in the wall's space when it appears must succeed on a **DC 15 Dexterity** saving throw or take 10 (3d6) cold damage; then the creature is pushed to either side of the wall (the creature's choice). Each 5-foot section of the wall has AC 10, 15 hit points, resistance to piercing and slashing damage, immunity to cold, poison, and psychic damage, and vulnerability to fire damage. The wall lasts until the emperor uses this action again, or dies.

Regional Effects. the region around the emperor's lair is warped by its magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair who are infected with darakhul fever have disadvantage on Wisdom saving throws against spells and effects generated by ghouls or darakhul.
- Dead bodies within 1 mile of the lair have an 80 percent chance to reanimate as skeletons or zombies 24 hours after their death. These undead never attack ghouls or dharakul, but instinctively obey their commands.
- Phantom lights appear within 10 miles of the lair, more frequently the closer they are to the lair. The lights shed dim light out to 10 feet. Undead within such

a light gain 1d6 temporary hit points at the start of their turn; the light can't raise an undead's hit points above 150 percent of its normal hit point maximum.

if the emperor dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Actions

Multiattack. The emperor makes one bite attack and two claw attacks. He can make one attack with its scepter in place of a claw attack.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage, and a creature must make a successful **DC 18 Constitution** saving throw or contract darakhul fever (see page 215).

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage, and a creature must make a successful **DC 18 Constitution** saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the ends of its turns, ending the effect on itself on a success.

Scepter. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage plus 17 (5d6) necrotic damage.

Legendary actions

Attack. The emperor makes one claw or bite attack.

Cantrip. The emperor casts a cantrip.

Font of Power (3 actions). Roll 1d8. The emperor regains a spell slot of that level or lower.

Source: Tome of Beasts OGL

Pit Fiend

Large fiend, lawful evil

Armor class: 19 (natural armor)

Hit points: 300 (24d10 + 168)

Speed: walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+7	+6	+4	+7
(26)	(14)	(24)	(22)	(18)	(24)

Saving throws: Dex +8 Con +13 Wis +10

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: truesight 120 ft., passive

Perception 14

Languages: Infernal, telepathy 120 ft.

Challenge rating: 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a **DC 21 Wisdom** saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components: At will: detect magic, fireball 3/day each: hold monster, wall of fire

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8)

piercing damage. The target must succeed on a **DC 21 Constitution** saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (**6d6**) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft. , one target. Hit: 17 (**2d8 + 8**) slashing damage.

Mace. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 15 (**2d6 + 8**) bludgeoning damage plus 21 (**6d6**) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 24 (***3d1*O + 8**) bludgeoning damage.

Source: Systems Reference Document

Challenge 21

Alquam, Demon Lord Of Night*Huge fiend, chaotic evil*

Armor class: 20 (natural armor)

Hit points: 350 (28d12 + 168)

Speed: walk: 20 ft., fly: 100 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+4	+6	+3	+5	+3
(14)	(19)	(23)	(16)	(20)	(16)

Saving throws: Dex +11 Con +13 Wis +12**Damage immunities:** cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons**Condition immunities:** charmed, exhaustion, frightened, poisoned**Senses:** truesight 120 ft., passive Perception 22**Languages:** all, telepathy 120 ft.**Challenge rating:** 21 (33,000 XP)**Born of Darkness.** Alquam can take the Hide action as a bonus action on each turn while it is in dim light or darkness, even if it is being observed.**Innate Spellcasting.** Alquam's innate spellcasting ability is Charisma (save DC 18). It can innately cast the following spells without material components.

at will: darkness, silence

3/day each: fear, invisibility, teleport

1/day: circle of death

Keen Senses. Alquam has advantage on Wisdom (Perception) checks that rely on sight.**Legendary Resistance (3/day).** If Alquam fails a saving throw, it can choose to succeed instead.**Magic Resistance.** Alquam has advantage on saving throws against spells and other magical effects.**Magic Weapons.** Alquam's weapon attacks are magical.**Alquam's Lair.** on initiative count 20 (losing initiative ties), Alquam takes a lair action to cause one of the following effects; Alquam can't use the same effect two rounds in a row:

- Alquam snuffs all light sources within the lair. Spells that create light are dispelled, mundane light sources are extinguished, and magical light sources are suppressed. Even light created by artifacts is reduced to dim light with half its normal radius of illumination. This lasts until initiative count 20 on the following round.
- Haunting, maddening music emanates from a point Alquam can see. Creatures within 50 feet of the origin that can hear the music must make a **DC 15 Wisdom** saving throw. Those that fail are charmed, incapacitated, and have their speed reduced to 0 until they take damage or until initiative count 20 on the following round.
- Black tendrils writhe around up to three creatures Alquam can see within 100 feet. The creatures must succeed on a **DC 15 Strength** saving throw or be restrained until initiative count 20 on the following round.

Regional Effects. the region containing Alquam's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- Within 1 mile of the lair all light sources except artifacts shed light to only half the usual radius.
- Owls and other nocturnal beasts become enraged and hostile within 5 miles of the lair, attacking intruders individually and in swarms.
- Within 1 mile of the lair, Alquam can cast his senses into any area of dim light or darkness as if using clairvoyance.

Ancient Black Dragon

if Alquam dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. Alquam makes one bite attack, one wing attack, and one talons attack.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 26 (**4d10** + 4) piercing damage.

Wing. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 17 (**3d8** + 4) bludgeoning damage and the target must succeed on a **DC 17 Strength** saving throw or be knocked prone.

Talons. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 14 (**3d6** + 4) slashing damage and the target is grappled and restrained (escape DC 17). Alquam can grapple one creature at a time if it is on the ground or two if it is flying. Talons grappling a creature can't attack any other creature.

Legendary actions

Attack. Alquam makes one attack.

Move. Alquam flies half its speed without provoking opportunity attacks.

Shroud (2 actions). Alquam radiates magical darkness in a 30-foot radius. The darkness lasts until the start of Alquam's next turn.

Source: Tome of Beasts OGL

Ancient Black Dragon

Gargantuan dragon, chaotic evil

Armor class: 22 (natural armor)

Hit points: 367 (**21d20** + 147)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+7	+3	+2	+4
(27)	(14)	(25)	(16)	(15)	(19)

Saving throws: Dex +9 Con +14 Wis +9 Cha +11

Damage immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages: Common, Draconic

Challenge rating: 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (**2d10** + 8) piercing damage plus 9 (**2d8**) acid damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (**2d6** + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (**2d8** + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 19 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a **DC 22 Dexterity** saving throw, taking 67 (**15d8**) acid damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a **DC 23 Dexterity** saving throw or take 15 (**2d6 + 8**) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Ancient Copper Dragon

Gargantuan dragon, chaotic good

Armor class: 21 (natural armor)
Hit points: 350 (**20d20 + 140**)
Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+7	+5	+3	+4
(27)	(12)	(25)	(20)	(17)	(19)

Saving throws: Dex +8 Con +14 Wis +10 Cha +11

Damage immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages: Common, Draconic

Challenge rating: 21 (33,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (**2d10 + 8**) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (**2d6 + 8**) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (**2d8 + 8**) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 19 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a **DC 22 Dexterity** saving throw, taking 63 (**14d8**) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a **DC 22 Constitution** saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary

Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a **DC 23 Dexterity** saving throw or take 15 (**2d6 + 8**) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Ankou Soul Herald

Gargantuan dragon, neutral

Armor class: 18 (natural armor)

Hit points: 407 (**22d20+176**)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	0	+8	+3	+4	+4
(25)	(10)	(27)	(17)	(18)	(19)

Saving throws: Dex +7 Con +15 Wis +11 Cha +11

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: truesight 60 ft., passive Perception 28

Languages: all

Challenge rating: 21 (33,000 XP)

Aura of Necromancy's Bane. Necromancy spells can't be cast within 120 feet of the ankou. When an undead creature starts its turn within 30 feet of the ankou, it must make a **DC 22 Constitution** saving throw,

taking 21 (**6d6**) radiant damage on a failed save, or half as much damage on a successful one.

Cloak of Ghostly Shadows. As a bonus action while in dim light or darkness, the ankou becomes invisible. While invisible, the ankou has advantage on Dexterity (Stealth) checks and gains the following: Resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks. Immunity to the grappled, paralyzed, petrified, prone, and restrained conditions. The ankou can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object. The cloak of ghostly shadows ends when the ankou chooses to end it as a bonus action, when the ankou dies, or if the ankou ends its turn in bright light.

Death's Apotheosis. The ankou has the celestial type in addition to the dragon type and its weapon attacks are magical.

Legendary Resistance (3/Day). If the ankou fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The ankou can use its Horrifying Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 18 (**2d10 + 7**) piercing damage plus 11 (**2d10**) cold damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 14 (**2d6 + 7**) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 16 (**2d8 + 7**) bludgeoning damage.

Horrifying Presence. Each creature of the ankou's choice that is within 120 feet of it

must make a **DC 19 Wisdom** saving throw. On a failure, its speed is reduced to 0 for 1 minute. If the save fails by 5 or more, the creature is instead paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ankou's Horrifying Presence for the next 24 hours.

Reaper's Breath (Recharge 5-6). The ankou exhales cold fire in a 120-foot line that is 10 feet wide. Each creature in that area must make a **DC 22 Dexterity** saving throw, taking 66 (**12d10**) cold damage on a failed save, or half as much damage on a successful one. Undead creatures automatically fail the saving throw and treat all damage dealt by this breath weapon as radiant instead of cold.

Change Shape. The ankou magically polymorphs into any beast, humanoid, or undead creature it has seen before 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 ankou's choice). Its statistics, other than its size, are the same in each form and it doesn't gain any class features or legendary actions of the new form.

Usher of Souls. The ankou can transport itself and up to eight creatures in contact with it to another plane of existence. This works like the plane shift spell, except dead or incorporeal creatures can be transported and don't have to be willing. The ankou can't use this ability to banish an unwilling creature.

Legendary actions

Detect. The ankou learns the location of all living creatures within 120 feet. Alternatively, it can learn the location of all undead creatures or creatures that have

been dead no longer than 1 hour within 1 mile.

Tail Attack. The ankou makes a tail attack.

Envelope in Shadow (Costs 2 Actions). The ankou moves up to half its speed without provoking opportunity attacks. Any creature whose space it moves through must make a **DC 22 Dexterity** saving throw, taking 21 (**6d6**) necrotic damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Arbeyach

Large fiend, lawful evil

Armor class: 17 (natural armor)

Hit points: 275 (**22d10 + 154**)

Speed: walk: 40 ft., burrow: 20 ft., climb: 40 ft., fly: 80 ft., hover: True ft.

STR	DEX	CON	INT	WIS	CHA
+6	+5	+7	+4	+5	+7
(22)	(20)	(25)	(19)	(21)	(25)

Saving throws: Dex +12 Con +14 Wis +12 Cha +14

Damage immunities: fire, poison

Condition immunities: charmed, frightened, poisoned, stunned

Senses: truesight 120 ft., passive Perception 22

Languages: Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge rating: 21 (33,000 XP)

Legendary Resistance (3/Day). If Arbeyach fails a saving throw, it can choose to succeed instead.

Magic Resistance. Arbeyach has advantage on saving throws against spells and other magical effects.

Magic Weapons. Arbeyach's weapon attacks are magical.

Innate Spellcasting. arbeyach's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Arbeyach can innately cast the following spells, requiring no material components:

at will: poison spray

3/day each: fog cloud, stinking cloud

1/day each: cloudkill, contagion, insect plague

Fear Aura. Any creature hostile to Arbeyach that starts its turn within 20 feet of it must make a **DC 22 Wisdom** saving throw, unless Arbeyach is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Arbeyach's Fear Aura for the next 24 hours.

Aura of Virulence. Creatures that would normally be resistant or immune to poison damage or the poisoned condition lose their resistance or immunity while within 120 feet of Arbeyach. All other creatures within 120 feet of Arbeyach have disadvantage on saving throws against effects that cause poison damage or the poisoned condition.

Swarm Prince. Arbeyach can communicate with spawns of Arbeyach and all vermin and insects, including swarms and giant varieties, within 120 feet via pheromone transmission. In a hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only Arbeyach, spawn of Arbeyach, insects, and vermin can understand. All these creatures follow Arbeyach's orders and will never harm the devil.

Actions

Multiattack. Arbeyach makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 9 (2d8) poison

damage. If the target is a creature, it must succeed on a **DC 22 Constitution** saving throw or be cursed with Arbeyach rot. The cursed target is poisoned, can't regain hit points, its hit point maximum decreases by 13 (3d8) for every 24 hours that elapse, and vermin attack the creature on sight. If the curse reduces the target's hit point maximum to 0, the target dies and immediately transforms into a randomly chosen swarm of insects. The curse lasts until removed by the remove curse spell or comparable magic.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 9 (2d8) poison damage.

Vermin Breath (Recharge 5-6). Arbeyach exhales vermin in a 120-foot line that's 10 feet wide. Each creature in the line takes 54 (12d8) poison damage, or half damage with a successful **DC 22 Dexterity** saving throw. Each creature that fails this saving throw must succeed on a **DC 22 Constitution** saving throw or be cursed with Arbeyach rot (see the Bite attack). In addition, Arbeyach summons a swarm of insects (of any type) at any point of the line. The swarm remains until destroyed, until Arbeyach dismisses it as a bonus action, or for 2 minutes. No more than five swarms of insects can be summoned at the same time.

Legendary actions

Move. Arbeyach moves up to half its speed, using any movement mode it wishes.

Poison. Arbeyach targets a creature within 120 feet. If the target isn't poisoned, it must make a **DC 22 Constitution** saving throw or become poisoned. The poisoned target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spell (Costs 2 Actions). Arbeyach casts a spell.

Source: *Tome of Beasts OGL*

Avatar of Shoth

Gargantuan aberration, lawful neutral

Armor class: 18 (natural armor)

Hit points: 341 (22d20+110)

Speed: climb: 30 ft., walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+5	+4	+5	+6
(20)	(9)	(20)	(18)	(20)	(22)

Saving throws: Con +12 Wis +12 Cha +13

Damage immunities: acid, cold, fire

Condition immunities: charmed, frightened, prone

Senses: blindsight 60 ft., truesight 60 ft., passive Perception 22

Languages: all, telepathy 120 ft.

Challenge rating: 21 (33,000 XP)

Absorbent. When the avatar damages a creature, it absorbs a portion of that creature's knowledge and power. As a bonus action, it can recreate any action available to a creature it damaged within the last minute. This includes spells and actions with limited uses or with a recharge. This recreated action is resolved using the avatar's statistics where applicable.

Amorphous. The avatar, including its equipment, can move through a space as narrow as 1 inch wide without squeezing.

Legendary Resistance (3/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Soothing Aura. Any creature hostile to the avatar that starts its turn within 30 feet of the avatar must succeed on a **DC 20 Wisdom** saving throw or have disadvantage on all attack rolls until the end of its next turn. Creatures with Intelligence 3 or lower automatically fail the saving throw.

Innate Spellcasting (Psionics). The avatar's innate spellcasting ability is Charisma (spell casting DC 21, +13 to hit with spell attacks). It may cast the following spells innately, requiring no components: At will: acid splash (4d6), light, spare the dying, true strike 3/day each: bless, blur, command, darkness, enthrall, shield 2/day each: counterspell, dispel magic 1/day each: black tentacles, confusion

Actions

Multiattack. The avatar makes three oozing tentacle attacks.

Oozing Tentacle. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 31 (4d12 + 5) bludgeoning damage and 14 (4d6) acid damage.

Legendary Merge. A shoth with less than half its maximum hp can merge with any other shoth creature within 10 feet, adding its remaining hp to that creature's. The hp gained this way can exceed the normal maximum of that creature. The avatar can accept any number of such mergers.

Acid Wave (Recharge 5-6). The avatar rises up and crashes down, releasing a 20-foot radius wave of acidic ooze. Each creature in the area must make a **DC 20 Dexterity** saving throw. On a failure, a creature takes 67 (15d8) acid damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Consult the Zom (1/Day). The avatar uses its action to consult its weighty zom for insight. The zom flashes brilliant crimson-and-white light. Each creature within 120 feet who can see the avatar must succeed on a **DC 20 Constitution** saving throw or be blinded until the end of its next turn. Each creature of the avatar's choice within 120 feet that speaks a language must succeed on a **DC 20 Charisma** saving throw or be stunned until the end of its next turn as the avatar telepathically utters a short expression that is particularly meaningful to that creature.

Legendary actions

At Will Spell. The avatar casts one at will spell.

Oozing Tentacle. The avatar makes one oozing tentacle attack.

Acid Wave (Costs 2 Actions). The avatar uses Acid Wave, if it is available.

Source: *Creature Codex OGL*

Gugalanna

Huge celestial, chaotic good

Armor class: 18 (natural armor)

Hit points: 253 (22d12+110)

Speed: fly: 80 ft., walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+3	+5	0	+5	+4
(24)	(16)	(20)	(10)	(20)	(18)

Saving throws: Dex +10 Con +12 Wis +12

Damage immunities: fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition immunities: charmed, exhaustion, frightened

Senses: truesight 60 ft., passive Perception 15

Languages: understands all but can't speak, telepathy 120 ft.

Challenge rating: 21 (33,000 XP)

Flyby. Gugalanna doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. Gugalanna has advantage on saving throws against spells and other magical effects.

Magic Weapons. Gugalanna's weapon attacks are magical.

Trampling Charge. If Gugalanna moves at least 20 feet straight toward a creature and then hits it with a horns attack on the same turn, that target must succeed on a DC 22

Strength saving throw or be knocked prone. If the target is prone, Gugalanna can make one kick attack against it as a bonus action.

Actions

Multiattack. Gugalanna makes two attacks: one with its horns and one with its kick.

Horns. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 34 (5d10 + 7) piercing damage and 14 (4d6) fire damage.

Kick. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) bludgeoning damage.

Legendary actions

Kick. Gugalanna makes a kick attack.

Rearing Stomp (Costs 2 Actions). Gugalanna spreads his wings and stomps his hooves, shaking the earth. Each creature within 10 feet of Gugalanna must make a DC 22 **Strength** saving throw. On a failure, a target takes 18 (2d10 + 7) bludgeoning damage and is pushed 20 feet away from Gugalanna. On a success, a target takes half the damage and isn't pushed. Gugalanna can then fly up to half his flying speed.

Blazing Sun Disc (Costs 2 Actions, Recharge 5-6). The sun disc floating between Gugalanna's horns flares. Each creature within 30 feet of Gugalanna must make a DC 18 **Dexterity** saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Source: *Creature Codex OGL*

Lich

Medium undead, any evil alignment

Armor class: 17 (natural armor)

Hit points: 135 (18d8 + 54)

Speed: walk: 30 ft.

STR	DEX	CON	INT	WIS	CHA
0	+3	+3	+5	+2	+3
(11)	(16)	(16)	(20)	(14)	(16)

Saving throws: Con +10 Int +12 Wis +9

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 120 ft., passive Perception 19

Languages: Common plus up to five other languages

Challenge rating: 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in **1d10** days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

- Cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st level (4 slots): detect magic, magic missile, shield, thunderwave
- 2nd level (3 slots): detect thoughts, invisibility, Melf's acid arrow, mirror image
- 3rd level (3 slots): animate dead, counterspell, dispel magic, fireball
- 4th level (3 slots): blight, dimension door
- 5th level (3 slots): cloudkill, scrying
- 6th level (1 slot): disintegrate, globe of invulnerability

- 7th level (1 slot): finger of death, plane shift
- 8th level (1 slot): dominate monster, power word stun
- 9th level (1 slot): power word kill

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (**3d6**) cold damage. The target must succeed on a **DC 18 Constitution** saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary actions

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a **DC 18 Wisdom** saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a **DC 18 Constitution** saving throw against this magic, taking 21 (**6d6**) necrotic damage on a failed save, or half as much damage on a successful one.

Source: Systems Reference Document

Monkey King

Medium celestial, neutral

Armor class: 21 (natural armor)

Hit points: 262 (25d8+150)

Speed: fly: 60 ft., walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+7	+6	+3	+5	+3
(19)	(24)	(22)	(16)	(21)	(17)

Saving throws: Dex +14 Con +13 Wis +12

Damage immunities: necrotic, poison, radiant

Condition immunities: charmed, frightened, poisoned, stunned

Senses: truesight 120 ft., passive Perception 22

Languages: Celestial, Common, Simian

Challenge rating: 21 (33,000 XP)

Legendary Resistance (3/Day). If the Monkey King fails a saving throw, he can choose to succeed instead.

Magic Resistance. The Monkey King has advantage on saving throws against spells and other magical effects.

Simian Affinity. The Monkey King can communicate with primates as if they shared a language. In addition, he can control primates with an Intelligence of 8 or lower that are within 120 feet of him.

Actions

Multiattack. The Monkey King makes three golden staff attacks or two golden staff attacks and one tail attack.

Golden Staff. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) bludgeoning damage plus 7 (2d6) radiant damage.

Enlightened Ray. Ranged Spell Attack: +12 to hit, range 100 ft., one target. Hit: 18 (4d8) radiant damage. The target must succeed on a DC 18 Charisma saving

throw or be stunned until the end of its next turn.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage, and the target must succeed on a DC 22 Dexterity saving throw or be knocked prone.

Legendary actions

Great Leap. The Monkey King moves up to his speed without provoking opportunity attacks.

Quick Staff. The Monkey King makes a golden staff attack.

Golden Burst (Costs 3 Actions). Each creature of the Monkey King's choice within 10 feet of him must make a DC 18 Charisma saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

Source: Creature Codex OGL

Mountain Giant

Gargantuan giant, neutral evil

Armor class: 20 (natural armor)

Hit points: 313 (19d20+114)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+6	+2	+5	0
(26)	(10)	(22)	(14)	(20)	(10)

Saving throws: Con +13 Int +9 Wis +12 Cha +7

Damage immunities: cold, fire, lightning, thunder; bludgeoning

Condition immunities: charmed, frightened, paralyzed, petrified, stunned

Senses: tremorsense 120 ft., passive Perception 22

Languages: Common, Giant, Terran

Challenge rating: 21 (33,000 XP)

Legendary Resistance (2/Day). If the mountain giant fails a saving throw, it can choose to succeed instead.

Magic Resistance. A mountain giant has advantage on saving throws against spells and other magical effects.

Mountain Master. The mountain giant can move and shape the terrain around it. This trait works like the move earth spell, except it has no duration, and the giant can manipulate any stone, natural or worked.

Siege Monster. The mountain giant deals triple damage to objects and structures with its melee and ranged weapon attacks.

Actions

Multiattack. The mountain giant makes two slam attacks.

Slam. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 21 (2d12 + 8) bludgeoning damage.

Boulder. Ranged Weapon Attack: +15 to hit, range 100/400 ft., one target. Hit: 40 (5d12 + 8) bludgeoning damage.

Boulder Spray (Recharge 5-6). The mountain giant unleashes a barrage of boulders in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failure, a creature takes 58 (9d12) bludgeoning damage and is knocked prone and restrained. On a success, the creature takes half the damage and isn't knocked prone or restrained. A target, including the restrained creature can take an action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, freeing the restrained creature on a success.

Legendary actions

Grasping Soil. The mountain giant commands the earth itself to assist in the fight. The giant chooses three creatures it can see within 60 feet. Each target must

succeed on a DC 21 Dexterity saving throw or be restrained until the start of its next turn.

Roar (Costs 2 Actions). The mountain giant emits a tremendous growl. Each creature within 20 feet of the giant must make a DC 21 Constitution saving throw. On a failure, a creature takes 21 (6d6) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Spawn Elemental (Costs 3 Actions). A piece of the mountain giant's body tears away in the form of an earth elemental. The earth elemental acts on the same initiative count as the mountain giant, obeying the mountain giant's commands and fighting until destroyed. The mountain giant can have no more than five earth elementals under its control at one time.

Source: *Creature Codex OGL*

Queen Of Night And Magic

Medium fey, neutral evil

Armor class: 15 (18 with mage armor)

Hit points: 180 (24d8 + 72)

Speed: hover: True ft., walk: 30 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	+5	+4	+8
(12)	(20)	(17)	(20)	(18)	(26)

Saving throws: Con +10 Wis +11

Damage immunities: cold; bludgeoning, piercing, and slashing from weapons that aren't made of cold iron

Condition immunities: charmed, frightened

Senses: truesight 120 ft., passive Perception 21

Languages: Celestial, Common, Elvish, Sylvan, Umbral; telepathy 120 ft.

Challenge rating: 21 (33,000 XP)

Queen Of Night And Magic

Legendary Resistance (3/day). If the Queen of Night and Magic fails a saving throw, she can choose to succeed instead.

Magic Resistance. The Queen of Night and Magic has advantage on saving throws against spells and other magical effects.

Shadowborn. When in lighting other than bright light, the Queen of Night and Magic has advantage on Dexterity (Stealth) checks made to hide, and she can hide even while being observed.

Spellcasting. the Queen of Night and Magic is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). The Queen knows the following sorcerer spells:

cantrips (at will): blade ward, chill touch, dancing lights, mage hand, prestidigitation, ray of frost

1st level (4 slots): mage armor, magic missile, shield

2nd level (3 slots): darkness, mirror image

3rd level (3 slots): blink, fear

4th level (3 slots): confusion, greater invisibility

5th level (3 slots): cone of cold, teleportation circle

6th level (1 slot): circle of death

7th level (1 slot): plane shift, prismatic spray

8th level (1 slot): dominate monster

9th level (1 slot): meteor swarm

The Queen of Night and Magic's Lair. on initiative count 20 (losing initiative ties), the Queen of Night and Magic takes a lair action to cause one of the following effects; the Queen of Night and Magic can't use the same effect two rounds in a row:

- The Queen wills darkness to overpower the light. All bright light sources in the lair shed only dim light to their normal bright light radius, and dim light sources are extinguished. This lasts until the Queen dismisses the effect or dies.
- An opaque wall of writhing shadows springs up from a solid surface within 120 feet of the Queen. The wall is up to 60 feet long, 10 feet high, and 5 feet thick. Each creature in the area must make a successful **DC 15 Dexterity** saving throw or take 18 (**4d8**) necrotic damage. Creatures in the wall's space are pushed 5 feet out of the wall's space, appearing on whichever side of the wall they choose. A creature can move through the wall, but the semimaterial shadow resists intrusion. For every foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, any creature that, during its own turn, occupies any part of the wall's space takes 18 (**4d8**) necrotic damage, or half damage with a successful **DC 15 Constitution** saving throw. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to radiant damage, resistance to bludgeoning and piercing damage, and immunity to cold, poison, and psychic damage. The wall lasts until the Queen uses this lair action again, or until she dies.
- The Queen targets one creature within 60 feet of her and assails its mind with visions of hopelessness and despair. The creature must succeed on a **DC 15 Wisdom** saving throw or be stunned until initiative count 20 on the next round.

Regional Effects. the region containing the Queen of Night and Magic's lair is warped by her magic, which creates one or more of the following effects:

- Shadows come to life within 6 miles of the Queen's lair. Most of the time these living shadows are unnerving and

nothing more, but when a creature acts against the interests of the Queen, the shadows can interfere and cause any relevant die roll to be made with disadvantage.

- Magic saturates the area within 6 miles of the lair, causing minor random effects similar to a prestidigitation cantrip.
- The Queen of Night and Magic can cast her senses to any area containing darkness, dim light, or shadows within 6 miles of her lair, similar to a clairvoyance spell.

while the Summer Court rules, the regional effects of the Queen's lair extend into the Winter Palace, but they are diminished and weaker than normal. During the Winter Court's reign, the Winter Palace is not subject to the regional effects. If the Queen of Night and Magic dies, conditions in the area surrounding the lair gradually return to normal over the course of **2d10** days.

Actions

Multiattack. The Queen of Night and Magic makes three attacks with her rapier or with star strike.

Rapier. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 10 (3d6) cold damage.

Shadow Rift (Recharge 5-6). The Queen of Night and Magic creates a shadowy rift in a 20-foot sphere centered on a point she can see within 150 feet. Any creature within the rift takes 72 (16d8) cold damage, or half damage with a successful **DC 23 Constitution** saving throw. Creatures that fail the saving throw are also restrained by icy wisps of shadow. A restrained creature repeats the saving throw at the end of its turn, ending the restrained condition on a success.

Star Strike. Ranged Spell Attack: +15 to hit, range 120 ft., one target. Hit: 9 (2d8) fire damage plus 9 (2d8) radiant damage.

Teleport. The Queen of Night and Magic teleports to an unoccupied space up to 60 feet away.

Unravel. The Queen of Night and Magic targets a creature, object, or magical effect that she can see. For every spell affecting the target, the Queen makes a Charisma check; the DC equals 10 + the spell's level. On a success, the spell is dispelled.

Legendary actions

Cantrip. The Queen of Night and Magic casts a cantrip.

Swirling Stars. The Queen of Night and Magic makes one star strike attack. Having a foe within 5 feet of the Queen doesn't cause this attack to be made with disadvantage.

Teleport. The Queen of Night and Magic uses her Teleport ability.

Spell (2 actions). The Queen of Night and Magic casts a spell.

Source: Tome of Beasts OGL

Solar

Large celestial, lawful good

Armor class: 21 (natural armor)

Hit points: 243 (18d10 + 144)

Speed: walk: 50 ft., fly: 150 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+6	+8	+7	+7	+10
(26)	(22)	(26)	(25)	(25)	(30)

Saving throws: Int +14 Wis +14 Cha +17

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, frightened, poisoned

Senses: truesight 120 ft., passive

Perception 24

Languages: all, telepathy 120 ft.
Challenge rating: 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra **6d8** radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components: At will: detect evil and good, invisibility (self only) 3/day each: blade barrier, dispel evil and good, resurrection 1/day each: commune, control weather

Magic Resistance. The solar has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (**4d6 + 8**) slashing damage plus 27 (**6d8**) radiant damage.

Slaying Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (**2d8 + 6**) piercing damage plus 27 (**6d8**) radiant damage. If the target is a creature that has 190 hit points or fewer, it must succeed on a **DC 15 Constitution** saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 ft. of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (**8d8 + 4**) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary actions

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a **DC 23 Dexterity** saving throw, taking 14 (**4d6**) fire damage plus 14 (**4d6**) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 ft. of it. If the target can see it, the target must succeed on a **DC 15 Constitution** saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

Source: Systems Reference Document

Challenge 22

Ancient Bronze Dragon

Gargantuan dragon, lawful good

Armor class: 22 (natural armor)

Hit points: 444 (24d20 + 192)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+8	+4	+3	+5
(29)	(10)	(27)	(18)	(17)	(21)

Saving throws: Dex +7 Con +15 Wis +10
Cha +12

Damage immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft.,
passive Perception 27

Languages: Common, Draconic

Challenge rating: 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.
Lightning Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.
Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked

prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Ancient Green Dragon

Gargantuan dragon, lawful evil

Armor class: 21 (natural armor)

Hit points: 385 (22d20)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+7	+5	+3	+4
(27)	(12)	(25)	(20)	(17)	(19)

Saving throws: Dex +8 Con +14 Wis +10 Cha +11

Damage immunities: poison

Condition immunities: poisoned

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages: Common, Draconic

Challenge rating: 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Systems Reference Document*

Ancient Light Dragon

Gargantuan dragon, neutral good

Armor class: 22 (natural armor)

Hit points: 407 (22d20+176)

Speed: fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	0	+8	+4	+5	+4
(26)	(10)	(27)	(18)	(20)	(19)

Saving throws: Dex +7 Con +15 Wis +12 Cha +11

Damage immunities: radiant; bludgeoning, piercing, and slashing from

Ancient Sea Dragon

nonmagical attacks

Condition immunities: blinded

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Celestial, Draconic

Challenge rating: 22 (41,000 XP)

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Illumination. The dragon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Void Traveler. The light dragon travels from star to star and does not require air, food, drink, or sleep. When flying between stars, the light dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

Actions

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons: **Radiant Breath.** The dragon exhales radiant energy in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 77 (14d10) radiant damage on a failed save, or half as much damage on a successful one. **Flaring Breath.** The dragon emits a flash of dazzling light from its maw in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw or be blinded. Undead within the area of effect must also make a DC 23 Wisdom saving throw or be turned for 1 minute. Undead of CR 3 or lower who fail the saving throw are instantly destroyed.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Creature Codex OGL

Ancient Sea Dragon

Gargantuan dragon, neutral evil

Armor class: 22 (natural armor)

Hit points: 481 (26d20 + 208)

Speed: walk: 40 ft., fly: 80 ft., swim: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+8	+4	+3	+5
(29)	(10)	(27)	(19)	(17)	(21)

Saving throws: Dex +7 Con +15 Wis +10 Cha +12

Damage immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages: Common, Draconic, Infernal, Primordial

Challenge rating: 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Siege Monster. The dragon deals double damage to objects and structures.

Sea Dragon's Lair. on initiative count 20 (losing initiative ties), the dragon takes a lair action and generates one of the following effects. The dragon can't use the same effect two rounds in a row:

- Four vortexes, each 5 feet in diameter and up to 30 feet tall, appear within the lair where the dragon wishes. Creatures occupying the space where a vortex appears or who enter the vortex for the first time on a turn must make a **DC 15 Dexterity** save or be restrained. As an action, a creature can free itself or another creature from a vortex by succeeding on a **DC 15 Strength** check. The vortexes last until the dragon uses this lair action again or until the dragon dies.
- The dragon creates a wall of living coral on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area takes damage as if touching the wall and is pushed 5 feet out of the wall's space, on whichever side of the wall it wants. Touching the wall releases painful stings that deal 18 (4d8) poison damage, or half that with a successful **DC 15 Constitution** saving throw. Each 10-foot section of the wall has AC 5, 30 hit points, resistance to fire

damage, and immunity to psychic damage. The wall lasts until the dragon uses this lair action again or until the dragon dies.

- The dragon bends time around its enemies. Four creatures the dragon can see within 120 feet of it must succeed on a **DC 15 Wisdom** save or be affected by a slow spell. This effect last until initiative count 20 on the following round.

Regional Effects. the region containing a legendary sea dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sea life becomes richer within 6 miles of the lair. Schools of fish move into new waters, sharks become common, and whale migration paths shift to pass near the area.
- Water temperatures drop sharply within 6 miles of the lair. Creatures not accustomed to cold suffer exposure to extreme cold while swimming in this water.
- Storms and rough water are more common within 6 miles of the lair.

if the dragon dies, conditions of the sea surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) cold damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Ancient Wind Dragon

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 20 Wisdom** saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 90-foot cone. Each creature in that area must make a **DC 23 Dexterity** saving throw. On a failure, the target takes 44 (8d10) bludgeoning damage and 44 (8d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a **DC 24 Dexterity** saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or swim speed if in the water.

Source: *Tome of Beasts OGL*

Ancient Wind Dragon

Gargantuan dragon, chaotic neutral

Armor class: 20 (natural armor)

Hit points: 425 (23d20 +184)

Speed: walk: 40 ft., fly: 120 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+4	+8	+4	+3	+5
(28)	(19)	(26)	(18)	(17)	(20)

Saving throws: Dex +11 Con +15 Wis +10 Cha +12

Damage immunities: lightning, ranged weapons

Condition immunities: charmed, exhausted, paralyzed, restrained

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 27

Languages: Common, Draconic, Dwarvish, Elvish, Primordial

Challenge rating: 22 (41,000 XP)

Innate Spellcasting. the dragon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

at will: feather fall

5/day each: lightning bolt, ice storm

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

Whirling Winds. Gale-force winds rage around the dragon, making it immune to ranged weapon attacks except for those from siege weapons.

Wind Dragon's Lair. on initiative count 20 (losing initiative ties), the dragon takes a lair action to generate one of the following effects; the dragon can't use the same effect two rounds in a row.

- Sand and dust swirls up from the floor in a 20-foot radius sphere within 120 feet of the dragon at a point the dragon can see. The sphere spreads around corners. The area inside the sphere is lightly obscured, and each creature in the sphere at the start of its turn must make a successful **DC 15 Constitution** saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the start of each of its turns, ending the effect on itself with a success.
- Fragments of ice and stone are torn from the lair's wall by a blast of wind and flung along a 15-foot cone. Creatures in the cone take 18 (**4d8**) bludgeoning damage, or half damage with a successful **DC 15 Dexterity** saving throw.
- A torrent of wind blasts outward from the dragon in a 60-foot radius, either racing just above the floor or near the ceiling. If near the floor, it affects all creatures standing in the radius; if near the ceiling, it affects all creatures flying in the radius. Affected creatures must make a successful **DC 15 Strength** saving throw or be knocked prone and stunned until the end of their next turn.

Actions

Multiattack. The wind dragon can use its Frightful Presence and then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 22 (**2d12 + 9**) piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 18 (**2d8 + 9**) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 20 (**2d10 + 9**) bludgeoning damage.

Breath of Gales (Recharge 5-6). The dragon exhales a blast of wind in a 90-foot cone. Each creature in that cone takes 55 (**10d10**) bludgeoning damage and is pushed 50 feet away from the dragon and knocked prone; a successful **DC 23 Strength** saving throw halves the damage and prevents being pushed (but not being knocked prone). All flames in the cone are extinguished.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 20 Wisdom** saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a **DC 24 Dexterity** saving throw or take 20 (**2d10 + 9**) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Tome of Beasts OGL

Camazotz, Demon Lord Of Bats And Fire

Large fiend, chaotic evil

Armor class: 19 (natural armor)

Hit points: 537 (**43d10 + 301**)

Speed: walk: 30 ft., climb: 30 ft., fly: 80 ft.

Camazotz, Demon Lord Of Bats And Fire

STR	DEX	CON	INT	WIS	CHA
+10	+6	+7	+1	+6	+7
(30)	(22)	(25)	(12)	(22)	(25)

Saving throws: Dex +13 Con +14 Wis +13 Cha +14

Damage immunities: fire, poison, thunder

Condition immunities: charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses: blindsight 120 ft., darkvision 40 ft., passive Perception 23

Languages: Common, Darakhul, Derro, Draconic, Dwarvish, Infernal, Nurian, Primordial, Void Speech; telepathy 300 ft.

Challenge rating: 22 (41,000 XP)

Shapechanger. Camazotz can use his action to polymorph into a form that resembles a giant bat covered in smoldering ashes, or back into his true, winged humanoid form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. Either form turns into a pile of greasy ash if destroyed.

Echolocation. Camazotz can't use his blindsight while deafened.

Keen Hearing. Camazotz has advantage on Wisdom (Perception) checks that rely on hearing.

Gift of Vampirism. Camazotz may choose to raise those slain through Strength loss as vampires. They rise after 1d4 days, permanently dominated by Camazotz until such time as he sees fit to grant them free will. Camazotz may have no more than ten enslaved vampires at any given time.

Heat Mantle. Camazotz is infused with the heart of volcanoes. A creature who strikes Camazotz with a nonreach weapon or with an unarmed strike takes 7 (2d6) fire damage automatically.

Innate Spellcasting. camazotz' innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can

innately cast the following spells, requiring no material components:

at will: darkness, detect evil and good, dispel magic, plane shift, shapechange, telekinesis, teleport

3/day each: banishment, haste, symbol

1/day: earthquake

Magic Resistance. Camazotz has advantage on saving throws against spells and other magical effects.

Summon Bats (1/Day). Camazotz can summon 4d6 giant bats or 2d6 swarms of bats. The bats appear immediately and serve the demon for up to 1 hour.

Summon Demons (1/Day). Camazotz can summon 2d4 barlgura of a variety native to his cavernous realm: squat and blubbery creatures with clawed batwings for arms and a fly speed of 40 ft.

Actions

Multiattack. Camazotz makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. Hit: 38 (8d6 + 10) piercing damage plus 7 (2d6) fire damage, and the target must make a successful DC 22 Constitution saving throw or have its Strength score reduced by 1d4. A creature reduced to 0 Strength dies.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 31 (6d6 + 10) slashing damage plus 7 (2d6) fire damage, and the target must make a successful DC 22 Constitution saving throw or have its Strength score reduced by 1d4. A creature reduced to 0 Strength dies.

Fire Breath (Recharge 5-6). Camazotz can breathe a 30-foot cone of unholy fire. Any creature caught in the area takes 55 (10d10) damage, half of which is fire, the other half is necrotic, or half as much damage with a successful DC 22 Dexterity saving throw.

Legendary actions

Detect. Camazotz makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). Camazotz beats his wings, extinguishing mundane and magical light sources alike. Each creature within 10 feet must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) fire damage. Camazotz can then fly up to half his flying speed.

Source: *Tome of Beasts OGL*

Jotun Giant

Gargantuan giant, chaotic neutral

Armor class: 20 (natural armor)

Hit points: 407 (22d20 + 176)

Speed: walk: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+10	-1	+8	+4	+5	+2
(30)	(8)	(26)	(18)	(20)	(14)

Saving throws: Con +14 Wis +11 Cha +8

Senses: darkvision 120 ft., passive Perception 15

Languages: Common, Giant

Challenge rating: 22 (41,000 XP)

Immortality. Jotuns suffer no ill effects from age, and are immune to effects that reduce ability scores and hit point maximum.

Innate Spellcasting. the Jotun giant's innate spellcasting ability is Wisdom (spell save DC 19). It can innately cast the following spells, requiring no material components:

at will: earthquake, shapechange, speak with animals

3/day: bestow curse, gust of wind

1/day: divination

Magic Resistance. The giant has advantage on saving throws against spells and other magical effects.

Magic Weapons. The giant's weapon attacks are magical.

Too Big to Notice. The sheer size of the Jotun giant often causes those near it to confuse one at rest for part of the landscape. The jotun has advantage on Stealth checks when not moving.

Actions

Multiattack. The giant makes two greatclub attacks and a frightful presence attack, or one rock throwing attack.

Greatclub. Melee Weapon Attack: +16 to hit, reach 30 ft., one target. Hit: 55 (10d8 + 10) bludgeoning damage.

Rock. Ranged Weapon Attack: +16 to hit, range 90/240 ft., one target. Hit: 49 (6d12 + 10) bludgeoning damage.

Frightful Presence. Each creature of the giant's choice that is within 120 feet of the giant and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature's saving throw is successful, it is immune to the giant's Frightful Presence for the next 24 hours.

Legendary actions

Detect. The Jotun giant makes a Wisdom (Perception) check.

Planar Return. If banished, a Jotun giant can return to the plane it departed 2/day. If banished a third time, it cannot return.

Sweeping Blow. The Jotun giant can sweep its greatclub in an arc around itself. The sweep affects a semicircular path 30 feet wide around the giant. All targets in that area take 46 (8d8 + 10) bludgeoning damage, or no damage with a successful DC 19 Dexterity saving throw.

Source: *Tome of Beasts OGL*

Challenge 23

Ancient Blue Dragon

Gargantuan dragon, lawful evil

Armor class: 22 (natural armor)
Hit points: 481 (26d20 + 208)
Speed: walk: 40 ft., burrow: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+8	+4	+3	+5
(29)	(10)	(27)	(18)	(17)	(21)

Saving throws: Dex +7 Con +15 Wis +10
Cha +12

Damage immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft.,
passive Perception 27

Languages: Common, Draconic

Challenge rating: 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect

on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Ancient Silver Dragon

Gargantuan dragon, lawful good

Armor class: 22 (natural armor)
Hit points: 487 (25d20 + 225)
Speed: walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+10	0	+9	+4	+2	+6
(30)	(10)	(29)	(18)	(15)	(23)

Saving throws: Dex +7 Con +16 Wis +9 Cha +13

Damage immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft.,
passive Perception 26

Languages: Common, Draconic

Challenge rating: 23 (50,000 XP)

Ancient Wasteland Dragon

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 21 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a **DC 24 Constitution** saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

****Paralyzing Breath.**** The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a ***DC 24 Constitution*** saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a **DC 25 Dexterity** saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Ancient Wasteland Dragon

Gargantuan dragon, chaotic evil

Armor class: 22 (natural armor)

Hit points: 333 (18d20+144)

Speed: burrow: 30 ft., climb: 40 ft., fly: 80 ft., walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+9 (28)	0 (10)	+8 (26)	+3 (16)	+2 (15)	+4 (19)

Saving throws: Dex +7 Con +15 Wis +9 Cha +11

Damage immunities: force

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages: Common, Draconic
Challenge rating: 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 20 (2d10 + 9) piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Warped Energy Breath (Recharge 5-6). The dragon blasts warped arcane energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: *Creature Codex OGL*

Kraken

Gargantuan monstrosity, chaotic evil

Armor class: 18 (natural armor)

Hit points: 472 (27d20 + 189)

Speed: walk: 20 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+10 (30)	0 (11)	+7 (25)	+6 (22)	+4 (18)	+5 (20)

Saving throws: Str +17 Dex +7 Con +14 Int +13 Wis +11

Damage immunities: lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: frightened, paralyzed

Senses: truesight 120 ft., passive Perception 14

Languages: understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge rating: 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature 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 kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

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) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked 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) lightning damage on a

failed save, or half as much damage on a successful one.

Legendary actions

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

Source: Systems Reference Document

Qorgeth, Demon Lord Of The Devouring Worm

Gargantuan fiend, chaotic evil

Armor class: 21 (natural armor)
 Hit points: 370 (20d20 + 160)
 Speed: walk: 50 ft., burrow: 50 ft., climb: 30 ft.

STR	DEX	CON	INT	WIS	CHA
+9 (29)	-2 (6)	+8 (26)	-1 (9)	+4 (19)	+4 (18)

Saving throws: Dex +5 Con +15 Wis +11 Cha +11

Damage immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: blinded, charmed, exhaustion, frightened, poisoned

Senses: blindsight 120 ft., tremorsense 120 ft., passive Perception 21

Languages: all, telepathy 120 ft.

Challenge rating: 23 (50,000 XP)

Innate Spellcasting. qorgeth's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material or somatic components.

at will: detect magic, black tentacles

3/day each: dispel magic, fear, insect plague (biting worms)

1/day each: earthquake, teleport

Legendary Resistance (3/Day). If Qorgeth fails a saving throw, it can choose to succeed instead.

Tunneler. Qorgeth can burrow through solid stone at its full speed. It leaves a 15-foot-diameter tunnel in its wake.

Magic Resistance. Qorgeth has advantage on saving throws against spells and other magical effects.

Magic Weapons. Qorgeth's weapon attacks are magical.

Qorgeth's Lair. on initiative count 20 (losing initiative ties), Qorgeth takes a lair action to cause one of the following effects; Qorgeth can't use the same effect two rounds in a row:

- Until initiative count 20 on the following round, Qorgeth twists space through the tunnels of its lair. Any creature other than a demon that tries to move must succeed on a **DC 15 Charisma** saving throw or move half its speed in a random direction before getting its bearings; it can then finish moving as it wants.
- A section of ceiling in the lair collapses, raining debris onto a 20-foot-radius area. Each creature in the area must make a successful **DC 15 Dexterity** saving throw or take 18 (**4d8**) bludgeoning damage and be restrained until the end of its next turn.
- Thick tangles of demonic worms erupt in the space of up to three creatures

Qorgeth can see within 60 feet. Each targeted creature is attacked once by the worms (Melee Weapon Attack: +7 to hit, reach 0 ft., one target; Hit: 14 (**4d6**) piercing).

Regional Effects. the region containing Qorgeth's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- Tunnels within 5 miles of the lair attract all manner of worms and vermin, including purple worms. These creatures are ravenous and violent.
- Within 1 mile of the lair, food rots and spontaneously erupts with maggots. One day worth of food carried by creatures spoils every 24 hours it remains in the area. It is impossible to forage for food in this area.
- Dead bodies within 1 mile of the lair decay quickly. Any corpse is reduced to bones in 24 hours. Magic that prevents decay staves off this decomposition normally. Anointing the body with holy water prevents decomposition for one day but no longer.

if Qorgeth dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. Qorgeth makes one bite attack, two crush attacks, and one stinger attack.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: **22 (2d12 + 9)** piercing damage. A target creature of Large size or smaller must succeed on a **DC 24 Dexterity** saving throw or be swallowed by Qorgeth. A swallowed creature is blinded and restrained, and takes 16 (**3d10**) necrotic damage at the start of each of Qorgeth's turns. Qorgeth can have any number of creatures swallowed at one time. If Qorgeth takes 50 damage or more in a single turn from a creature it has swallowed, it must succeed on a **DC 20**

Constitution saving throw or regurgitate all swallowed creatures, who land prone within 10 feet of Qorgeth. If Qorgeth dies, a swallowed creature is no longer restrained, and can escape the corpse by spending 30 feet of movement, exiting prone.

Crush. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage. A target creature is also grappled and restrained (escape DC 19) until Qorgeth moves. Qorgeth can grapple up to two creatures at once; at least one of Qorgeth's crush attacks must be directed against each creature it has grappled.

Stinger. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 23 (4d6 + 9) piercing damage, and the target takes 33 (6d10) poison damage and is poisoned for 1 hour; a successful DC 23 **Constitution** saving throw reduces poison damage by half and negates the poisoned condition. A creature that fails the save by 10 or more is also paralyzed for as long as the poisoned condition lasts.

Legendary actions

Shriek. All creatures within a 60-foot cone that can hear Qorgeth must succeed on a DC 19 **Wisdom** saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Roll (2 actions). Qorgeth moves half its speed and makes one Crush attack. Any structures or objects in spaces Qorgeth moves through take double Crush damage automatically.

Devour (3 actions). Qorgeth makes one bite attack.

Source: Tome of Beasts OGL

Challenge 24

Ancient Flame Dragon

Gargantuan dragon, chaotic evil

Armor class: 22 (natural armor)

Hit points: 481 (26d20 + 208)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+8	+4	+3	+6
(23)	(14)	(27)	(19)	(16)	(22)

Saving throws: Dex +9 Con +15 Int +10 Cha +13

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages: Common, Draconic, Giant, Ignan, Infernal, Orc

Challenge rating: 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

Flame Dragon's Lair. on initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- A cloud of smoke swirls in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners and the area is lightly obscured. Each creature in the cloud must succeed on a **DC 15 Constitution** saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The ground erupts with volcanic force at a point the dragon can see within 120 feet of it. Any creature within 20 feet of the point must make a successful **DC 15**

Dexterity saving throw or be knocked prone and trapped in the ground. A creature trapped in this way is restrained and can't stand up. A creature can end the restraint if it or another creature takes an action to make a successful **DC 15 Strength** check.

- A wall of fire rises up from the ground within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, can take any shape the dragon wants, and blocks line of sight. When the wall appears, each creature in its area must make a **DC 15 Dexterity** saving throw. A creature that fails the saving throw takes 21 (6d6) fire damage. Each creature that enters the wall for the first time each turn or ends its turn there takes 21 (6d6) fire damage. The wall is extinguished when the dragon uses this lair action again or when the dragon dies.

Regional Effects. the region containing a legendary flame dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Arguments and misunderstandings erupt easily within 6 miles of the lair. Friendships are easily broken and criminal acts are common.
- Temperatures rise within 6 miles of the lair. Crops wither, producing famines.
- Sulfur geysers form in and around the dragon's lair. Some of them erupt only once an hour, so they're spotted only with a successful **DC 20 Wisdom** (Perception) check. A creature on top of an erupting geyser takes 21 (6d6) fire damage, or half damage with a successful **DC 15 Dexterity** saving throw.

if the dragon dies, the arguments and misunderstandings disappear immediately and the temperatures go back to normal within **1d10** days. Any geysers remain where they are.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 **Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area takes 91 (26d6) fire damage, or half damage with a successful DC 23 **Dexterity** saving throw. Each creature in that area must also succeed on a DC 21 **Wisdom** saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest living creature or smash some object smaller than itself if no creature can be reached with a single move. A rampaging creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shifting Flames. The dragon magically polymorphs into a creature that has immunity to fire damage and a size and challenge rating no higher than its own, or back into its true form. It reverts to its true

form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 **Dexterity** saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Tome of Beasts OGL

Ancient Gold Dragon

Gargantuan dragon, lawful good

Armor class: 22 (natural armor)

Hit points: 546 (28d20 + 252)

Speed: walk: 40 ft., fly: 80 ft., swim: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+2	+9	+4	+3	+9
(30)	(14)	(29)	(18)	(17)	(28)

Saving throws: Dex +9 Con +16 Wis +10 Cha +16

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages: Common, Draconic

Challenge rating: 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Ancient Red Dragon

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 24 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons. **Fire Breath.** The dragon exhales fire in a 90-foot cone. Each creature in that area must make a **DC 24 Dexterity** saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one. **Weakening Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a **DC 24 Strength** saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a **DC 25 Dexterity** saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Ancient Red Dragon

Gargantuan dragon, chaotic evil

Armor class: 22 (natural armor)

Hit points: 546 (28d20 + 252)

Speed: walk: 40 ft., climb: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+10	0	+9	+4	+2	+6
(30)	(10)	(29)	(18)	(15)	(23)

Saving throws: Dex +7 Con +16 Wis +9 Cha +13

Damage immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages: Common, Draconic
Challenge rating: 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Source: Systems Reference Document

Ancient Void Dragon

Gargantuan dragon, chaotic neutral

Armor class: 22 (natural armor)

Hit points: 448 (23d20 + 207)

Speed: hover: True ft., walk: 40 ft., fly: 80 ft.

STR	DEX	CON	INT	WIS	CHA
+9	0	+9	+4	+2	+6
(28)	(10)	(29)	(18)	(15)	(23)

Saving throws: Dex +7 Con +16 Wis +9 Cha +13

Damage immunities: cold

Condition immunities: charmed, frightened

Senses: passive Perception 51

Languages: Celestial, Common, Draconic, Infernal, Primordial, Void Speech

Challenge rating: 24 (62,000 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Collapsing Star. When the void dragon is killed it explodes in a swath of celestial destruction. Each creature and object within 1 mile of the dragon take 55 (10d10) bludgeoning damage, 55 (10d10) cold damage, and 55 (10d10) psychic damage. Each damage type can be reduced by half with a successful DC 21 saving throw: Dexterity vs. bludgeoning, Constitution vs. cold, and Wisdom vs. psychic. Additionally, a creature that fails two or three of the saving throws is affected by a plane shift spell and sent to a random plane. If it is sent to the plane it currently

Ancient Void Dragon

occupies, it appears **5d100** miles away in a random direction.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Void Dweller. Void dragons dwell in the empty expanse between the stars, and do not require air, food, drink, or sleep. When flying between stars the void dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

Void Dragon's Lair. on initiative count 20 (losing initiative ties), the dragon takes a lair action to generate one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon negates natural gravity within its lair (an area affected by its gravitic breath is unaffected). Creatures drift 10 feet away from the ground over the course of a round and are restrained. Flying creatures can move at half speed, unless they have the (hover) tag or use magical flight, in which case they move normally. This effect persists until initiative count 20 on the following round.
- The Void briefly overlaps the dragon's lair in a 20-foot-radius sphere of blackness punctuated by deep blue streaks and pinpoints of light. The sphere is centered on a point the dragon can see within 120 feet of the dragon. The area spreads around corners, is heavily obscured, and contains no air (creatures must hold their breath). Each creature in the sphere when it appears must make a **DC 15 Constitution** saving throw, taking 10 (**3d6**) cold damage on a failed save or half as much on a successful one. Any creature that ends its turn in the sphere takes 10 (**3d6**) cold damage. The sphere lasts until the dragon uses this lair action again or until the dragon dies.

- The dragon rips the fabric of space, forcing two creatures it can see within 120 feet of it to suddenly exist in the same place. Space itself repels the creatures to their original positions. Each creature takes 16 (**3d10**) force damage and is knocked prone, or takes half as much damage and is not knocked prone with a successful **DC 15 Strength** saving throw.

Regional Effects. the region containing a legendary void dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Secrets have a way of coming to light within 6 miles of the lair. Clues are inadvertently discovered, slips of the tongue hint at a hidden truth, and creatures become morbidly curious for forbidden knowledge.
- Light is muted within 6 miles of the lair. Nonmagical illumination, including sunlight, can't create bright light in this area.
- Visitations from otherworldly beings occur and disembodied voices whisper in the night within 6 miles of the dragon's lair. Celestials, fey, and fiends of CR 2 or lower can slip into the world in this area.

if the dragon dies, these effects fade over the course of **1d10** days.

Actions

Multiattack. The dragon can use its Aura of Madness. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (**2d10 + 9**) piercing damage plus 14 (**4d6**) cold damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (**2d6 + 9**) slashing damage plus 7 (**2d6**) cold damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Aura of Madness. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 22 Wisdom** saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more it is driven insane. An insane creature is frightened permanently, and behaves as if affected by confusion while it is frightened in this way. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Madness for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Gravitic Breath. The dragon exhales a 90-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to **1d10** per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, it must make a **DC 24 Dexterity** saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 90-foot cone. Each creature in that area must make a **DC 24 Dexterity** saving throw, taking 45 (13d6) fire damage and 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.

Teleport. The dragon magically teleports to any open space within 100 feet.

Legendary actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space. Each creature within 15 feet of the dragon must succeed on a **DC 21 Dexterity** saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then teleport to an unoccupied space within 40 feet.

Void Cache (Costs 3 Actions). The dragon can magically reach into its treasure hoard and retrieve one item. If the dragon is holding an item, it can use this ability to deposit the item into its hoard.

Source: *Tome of Beasts OGL*

Totivillus, Scribe Of Hell

Medium fiend, lawful evil

Armor class: 19 (natural armor)

Hit points: 299 (26d8 + 182)

Speed: walk: 40 ft., fly: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+7	+8	+6	+4
(18)	(18)	(24)	(26)	(22)	(18)

Saving throws: Dex +11 Con +14 Int +15
Wis +13 Cha +11

Damage immunities: fire, poison

Condition immunities: poisoned

Senses: truesight 30 ft., darkvision 60 ft.,
passive Perception 23

Languages: Common, Celestial, Draconic,
Infernal, Void Speech; telepathy 120 ft.

Challenge rating: 24 (62,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Fear Aura. Any creature hostile to Totivillus that starts its turn within 20 feet of him must make a **DC 21 Wisdom** saving throw, unless Totivillus is

incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to the devil's Fear Aura for the next 24 hours.

Spellcasting. totivillus is a 20th-level spellcaster who uses Intelligence as his spellcasting ability (spell save DC 23, +15 to hit with spell attacks). He requires no material components to cast his spells. Totivillus has the following wizard spells prepared:

cantrips (at will): chill touch, light, minor illusion, poison spray, prestidigitation

1st level (4 slots): comprehend languages, disguise self, illusory script, magic missile, unseen servant

2nd level (3 slots): blindness/deafness, hold person, mirror image, misty step

3rd level (3 slots): counterspell, dispel magic, haste, protection from energy

4th level (3 slots): banishment, dimension door, greater invisibility, polymorph

5th level (3 slots): dominate person, geas, modify memory, passwall

6th level (2 slots): eyebite, guards and wards, mass suggestion

7th level (2 slots): forcecage, plane shift

8th level (1 slot): feeblemind

9th level (1 slot): time stop

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. Totivillus's weapon attacks are magical.

Meld with Text. Totivillus can enter any book, scroll, or other written material and remain hidden there as long as he wishes. If the text is damaged or destroyed, he is ejected from it without suffering damage.

Trust Aura. Totivillus projects a 25-foot-radius trust aura. As long as Totivillus is talking, creatures in that area find his utterances so fascinating and compelling that they must make a **DC 23 Wisdom** saving throw at the start of each of their turns; if the saving throw fails, they can't attack Totivillus directly until the start of their next turn. This effect ends immediately and can't be renewed for 1 minute if Totivillus attacks physically. Devils are not immune to this aura.

Actions

Multiattack. Totivillus makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) slashing damage.

Hellfire Bolt (Recharge 5-6). Ranged Spell Attack: +15 to hit, range 120 ft., one target. Hit: 65 (10d12) force damage plus 33 (6d10) thunder damage; a successful **DC 20 Dexterity** saving throw halves thunder damage.

Legendary actions

Claw Attack. Totivillus makes one claw attack.

Devil's Mark. Totivillus sprays magical ink from his fingertips at a single target within 30 feet. The target must make a successful **DC 23 Dexterity** saving throw or receive a devil's mark: a tattoo in the shape of Totivillus's personal seal. All devils have advantage on spell attacks made against the devil-marked creature, and the creature has disadvantage on saving throws made against spells and abilities used by devils. The mark can be removed by remove curse if the caster also makes a successful **DC 23 spellcasting** check. The mark reveals itself as desecrated to detect evil and good. It often shifts its position on the body, especially when it's concealed (and usually at the most inconvenient moment). Because such marks are

sometimes placed on those who've made pacts with devils, NPC paladins and clerics might assume that any character bearing a devil's mark is in league with evil forces.

Cast a Spell (Costs 3 Actions). Totivillus casts a spell from its list of prepared spells, using a spell slot as normal.

Source: Tome of Beasts OGL

Challenge 25

Mammon*Huge fiend, lawful evil*

Armor class: 20 (natural armor)

Hit points: 378 (28d12 + 196)

Speed: walk: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+7	+6	+5	+8
(22)	(13)	(24)	(23)	(21)	(26)

Saving throws: Dex +9 Int +14 Wis +13 Cha +16**Damage immunities:** fire, poison; bludgeoning, piercing, and slashing from weapons that aren't silvered**Condition immunities:** charmed, exhaustion, frightened, poisoned**Senses:** truesight 120 ft., passive Perception 23**Languages:** all, telepathy 120 ft.**Challenge rating:** 25 (75,000 XP)

Innate Spellcasting. mammon's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

at will: charm person, detect magic, dispel magic, fabricate (Mammon can create valuable objects), heat metal, magic aura

3/day each: animate objects, counterspell, creation, instant summons, legend lore, teleport

1/day each: imprisonment (minimum containment only, inside gems), sunburst

Legendary Resistance (3/day). If Mammon fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mammon has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mammon's weapon attacks are magical.

Mammon's Lair. on initiative count 20 (losing initiative ties), Mammon takes a lair action to cause one of the following effects; Mammon can't use the same effect two rounds in a row:

- Mammon infuses a pile of treasure in his lair with life. It becomes an earth elemental made of precious metals and gems. The elemental acts immediately and lasts until destroyed or until Mammon uses this action again.
- Stacked piles of treasure shift and slide, collapsing onto a creature Mammon can see. The creature is restrained until initiative count 20 on the following round, or until it or an adjacent ally uses an action to make a successful DC 18 Strength check to free it.
- Mammon magically teleports from one area of treasure to another within 150 feet.

Regional Effects. the region containing Mammon's lair is warped by the archdevil's magic, which creates one or more of the following effects:

- Treasure in the possession of creatures other than Mammon turns to worthless materials such as lead, wood, or gravel, after spending 24 hours within 1 mile of the lair. The resulting junk resumes its valuable form when Mammon claims it, or by means of a wish spell or comparable magic.
- Creatures that spend more than 1 hour within 1 mile of Mammon's lair become obsessed with gaining the most generous payment or portion of wealth in any dealing unless they succeed on a DC 18 Wisdom saving throw. A creature that saves successfully is immune to this effect for 24 hours. The effect can be removed by a greater restoration spell or comparable magic.
- Any naturally occurring treasure in Mammon's home plane reverts to worthless junk if removed from the

Mammon

plane. Similarly, any mundane item left behind transforms into something fantastically valuable, as long as it remains on the plane.

if Mammon dies, conditions in the area surrounding the lair return to normal over the course of **1d10** days.

Actions

Multiattack. Mammon makes three attacks.

Purse. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (**3d8 + 6**) bludgeoning damage plus 18 (**4d8**) radiant damage

Molten Coins. Ranged Weapon Attack: +14 to hit, range 40/120 ft., one target. Hit: 16 (**3d6 + 6**) bludgeoning damage plus 18 (**4d8**) fire damage.

Your Weight In Gold (Recharge 5-6).

Mammon can use this ability as a bonus action immediately after hitting a creature with his purse attack. The creature must make a **DC 24 Constitution** saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified by being turned to solid gold. Otherwise, a creature that fails the saving throw is restrained. A restrained creature repeats the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature receives a greater restoration spell or comparable magic.

Legendary actions

Attack. Mammon makes one purse or molten coins attack.

Make It Rain! Mammon casts gold and jewels into a 5-foot radius within 60 feet. One creature within 60 feet of the treasure that can see it must make a **DC 24 Wisdom** saving throw. On a failure, the creature must use its reaction to move its speed toward the trinkets, which vanish at the end of the turn.

Deep Pockets (3 actions). Mammon recharges his Your Weight In Gold ability.

Source: Tome of Beasts OGL

Challenge 26

Zaratan*Gargantuan monstrosity, unaligned*

Armor class: 25 (natural armor)

Hit points: 507 (26d20 + 234)

Speed: walk: 10 ft., swim: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+10	-4	+9	0	0	0
(30)	(3)	(28)	(10)	(11)	(11)

Saving throws: Int +8 Wis +8 Cha +8**Damage immunities:** cold, poison**Condition immunities:** frightened, paralyzed, poisoned**Senses:** blindsight 120 ft., passive

Perception 10

Languages: Aquan**Challenge rating:** 26 (90,000 XP)

Fortified Shell. The zaratan ignores any attack against its shell that doesn't do 30 points of damage or more. Attacking the zaratan's head or flippers bypasses this trait.

Endless Breath. The zaratan breathes air, but it can hold its breath for years.

False Appearance. While the zaratan remains motionless on the surface of the ocean (except for drifting) it is indistinguishable from a small island.

Siege Monster. The zaratan does double damage to objects and structures.

Actions

Multiattack. The zaratan makes one bite attack and two flipper attacks.

Bite. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 26 (3d10 + 10) piercing damage and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained and the zaratan can't bite another target.

Flipper. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage and the target must succeed on a DC 26 Strength saving throw or be pushed 10 feet away from the zaratan.

Swallow. The zaratan makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes 26 (3d10 + 10) piercing damage, is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, but has total cover against attacks and effects outside the zaratan. A swallowed creature takes 28 (8d6) acid damage at the start of each of the zaratan's turns. The zaratan can have any number of creatures swallowed at once. If the zaratan takes 40 damage or more on a single turn from a creature inside it, the zaratan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zaratan. If the zaratan dies, swallowed creatures are no longer restrained and can escape by using 30 feet of movement, exiting prone.

Legendary actions

Move. The zaratan moves up to half its speed.

Swipe. The zaratan makes one flipper attack.

Consume (2 actions). The zaratan makes one bite attack or uses Swallow.

Source: Tome of Beasts OGL

Challenge 27

Mechuiti, Demon Lord Of Apes

Gargantuan fiend, chaotic evil

Armor class: 19 (natural armor)

Hit points: 370 (20d20 + 160)

Speed: walk: 60 ft., climb: 60 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+4	+8	+4	+4	+6
(29)	(19)	(27)	(18)	(18)	(22)

Saving throws: Str +17 Dex +12 Wis +12

Damage immunities: acid, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, frightened, poisoned, stunned

Senses: truesight 120 ft., passive Perception 22

Languages: Celestial, Common, Draconic, Infernal, Primordial, telepathy 300 ft.

Challenge rating: 27 (105,000 XP)

Legendary Resistance (4/Day). If Mechuiti fails a saving throw, it can choose to succeed instead.

Magic Resistance. Mechuiti has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mechuiti's weapon attacks are magical.

Diseased Ichor. Every time Mechuiti takes piercing or slashing damage, a spray of caustic blood spurts from the wound toward the attacker. This spray forms a line 10 feet long and 5 feet wide. The first creature in the line must make a successful **DC 24 Constitution** saving throw against disease or be infected by Mechuiti's Ichor disease. The creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must make a successful **DC 24 Constitution** saving throw or reduce its hit point maximum by 5 (2d4). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to

the target's hit point maximum lasts until the disease is cured.

Innate Spellcasting. mechuiti's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Mechuiti can innately cast the following spells, requiring no material components:

at will: dispel magic, fireball, hold monster, wall of fire

3/day each: fire storm, power word stun

1/day each: meteor swarm, power word kill

Speak with Apes. Mechuiti can communicate simple concepts to apes.

Mechuiti's Lair. on initiative count 20 (losing initiative ties), Mechuiti takes a lair action to cause one of the following effects. Mechuiti can't use the same effect two rounds in a row.

- Mechuiti targets one creature it can see within 120 feet of it, and a fissure full of lava opens under the target's feet. The target must succeed on a **DC 20 Dexterity** saving throw or take 28 (8d6) fire damage.
- The whole volcano trembles and shakes. Each creature on a solid surface other than a demon must succeed on a **DC 20 Dexterity** saving throw or be knocked prone. All ground in the volcano becomes difficult terrain for creatures other than a demon until initiative count 20 on the next round.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point Mechuiti can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a **DC 15 Constitution** saving throw or be poisoned until the end of its next turn.

While poisoned in this way, a creature is incapacitated.

- The pain of all creatures other than demons within 120 feet of Mechuiti is intensified. Until initiative count 20 on the next round, every time a creature affected this way takes damage, he must succeed on a **DC 15 Constitution** saving throw or be stunned until the end of its next turn.

Regional Effects. the region containing Mechuiti's lair is warped by its presence, which creates one or more of the following effects.

- Mechuiti can make the volcano erupt at will. A cloud of hot ashes and smoke covers a 6 mile area around the volcano, and magma flows from the volcano's cone.
- When intelligent creatures within 6 miles sleep, they dream with Mechuiti. Unless they make a successful **DC 15 Wisdom** saving throw, they are compelled to seek out and join Mechuiti's cult.
- Water within 1 mile of the lair carries Mechuiti's Ichor disease. Any creature that drinks the water must make a successful **DC 15 Constitution** saving throw against disease or be infected. An infected creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw. On a failure, its hit point maximum is reduced by 5 (**2d4**). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

when Mechuiti dies, all these regional effects fade immediately.

Actions

Multiattack. Mechuiti uses its Frightful Presence and makes one bite attack and two with claw attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 20 (**2d10 + 9**) piercing damage plus 5 (**1d10**) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 20 (**2d10 + 9**) slashing damage. If Mechuiti scores a critical hit, it rolls damage dice three times instead of twice.

Immolating Breath (Recharge 5-6). Mechuiti exhales fire and acid in a 60-foot cone. Each creature in that cone takes 21 (**6d6**) fire damage plus 21 (**6d6**) acid damage, or half damage with a successful **DC 24 Dexterity** saving throw.

Immolating Corona. Mechuiti's fiery crown explodes into a burst of yellow-green flames. All creatures within 30 feet of Mechuiti take 10 (**3d6**) fire damage plus 10 (**3d6**) acid damage, or half damage with a successful **DC 24 Dexterity** saving throw. If the saving throw fails, the creature also catches fire and takes 3 (**1d6**) fire damage at the start of each of its turns while on fire. A creature can use an action to extinguish a fire on itself or on another creature within 5 feet.

Frightful Presence. Each creature of Mechuiti's choice that is within 120 feet of Mechuiti and aware of it must succeed on a **DC 24 Wisdom** saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mechuiti's Frightful Presence for the next 24 hours.

Legendary actions

Move. Mechuiti moves up to half its speed, using any move it wishes.

Burn from Inside. Mechuiti targets a creature within 120 feet that has Mechuiti's Ichor disease. The creature takes 10 (**3d6**) fire damage plus 10 (**3d6**) acid damage, or half damage with a successful **DC 24**

Mechuiti, Demon Lord Of Apes

Constitution saving throw. If the saving throw fails, the creature also catches fire and takes 3 (1d6) fire damage at the start of each of its turns while on fire. A creature can use an action to extinguish a fire on itself or on another creature within reach.

Spell (Costs 2 Actions). Mechuiti casts a spell.

Fiery Corona (Costs 2 Actions). Mechuiti uses Immolating Corona.

Source: Tome of Beasts OGL

Challenge 30

Tarrasque

Gargantuan monstrosity, unaligned

Armor class: 25 (natural armor)

Hit points: 676 (33d20 + 330)

Speed: walk: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+10	0	+10	-4	0	0
(30)	(11)	(30)	(3)	(11)	(11)

Saving throws: Int +5 Wis +9 Cha +9

Damage immunities: fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition immunities: charmed, frightened, paralyzed, poisoned

Senses: blindsight 120 ft., passive Perception 10

Challenge rating: 30 (155,00 XP)

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

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 damage, 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) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed

creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary actions

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

Source: Systems Reference Document

Appendix A: Experience Points by Challenge Rating

CR	XP	CR	XP
0	0—10	23	50,000
1/8	25	24	62,000
1/4	50	25	75,000
1/2	100	26	90,000
1	200	27	105,000
2	450	30	155,000
3	700		
4	1,100		
5	1,800		
6	2,300		
7	2,900		
8	3,900		
9	5,000		
10	5,900		
11	7,200		
12	8,400		
13	10,000		
14	11,500		
15	13,000		
16	15,000		
17	18,000		
18	20,000		
19	22,000		
20	25,000		
21	33,000		
22	41,000		

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Adult Black Dragon.....	598	Ancient Bronze Dragon.....	688
Adult Blue Dragon.....	626	Ancient Copper Dragon.....	675
Adult Brass Dragon.....	585	Ancient Flame Dragon.....	704
Adult Bronze Dragon.....	612	Ancient Gold Dragon.....	705
Adult Cave Dragon.....	626	Ancient Green Dragon.....	689
Adult Copper Dragon.....	598	Ancient Light Dragon.....	689
Adult Flame Dragon.....	628	Ancient Mandriano.....	448
Adult Gold Dragon.....	641	Ancient Mithral Dragon.....	656
Adult Green Dragon.....	613	Ancient Red Dragon.....	706
Adult Light Dragon.....	629	Ancient Sea Dragon.....	690
Adult Mithral Dragon.....	599	Ancient Silver Dragon.....	697
Adult Red Dragon.....	642	Ancient Titan.....	566
Adult Rime Worm.....	364	Ancient Void Dragon.....	707
Adult Sea Dragon.....	630	Ancient Wasteland Dragon.....	698
Adult Silver Dragon.....	631	Ancient White Dragon.....	668
Adult Void Dragon.....	600	Ancient Wind Dragon.....	692
Adult Wasteland Dragon.....	642	Andrenjinyi.....	613
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