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Introduction

This booklet contains the **eighty-four NPC's, unique creatures, and monsters** designed specifically for the *Perfumer's Daughter campaign module*. It also contains **16 stat blocks from Volo's Guide to Monster's**.

If you already downloaded this booklet from the website, beware that the free download version is an abbreviated booklet. It does not contain the stat blocks from Volo's Guide to Monsters.

Many of the entries contain a bit of text describing the statted creatures. Most of the time these are quotes directly from the campaign module. These are intended to give more insight into the creatures. You will also find references to older editions when these editions provided the inspiration for one of the creatures in this booklet.

Some stat blocks are coloured in a **bright ochre**. These are NPC's and unique creatures.

The next pages contain a list of all new creatures **ordered by challenge rating**. Many of these creatures can be an addition to any homebrew campaign. So please, enjoy.

Creatures by Challenge Rating

CR 0

Kobold non-combatants

CR 1/8

Vampire moss

CR 1/4

Kuklbbon

CR 1/2

Amanata's faithful

Samobar

CR 1

Aquatic ogre, wounded

Fist of Uledor

Flaming Fist sergeant

Jef 'Pretty Boy' Jobz

Mudman

Mugdurok

CR 2

Abomination skeleton

Animated chains

Giant leech

Highstar Stinger

Kenku pilferer

Mummy, lesser

Sellsword wizard

The Witch

Uledor

CR 3

Aquatic ogre

Cliffside the ogre

Corrupted myconid

Doombell spider

Duergar Norothor

Gloomwing

Mageweave construct, acid

Pureblood wight

Seaspawn Trident

Skeletal Urdunnir

Stern Anvilsplitter

The Specter

CR 4

Aquatic ogre, horned

Brown pudding

Duergar Sergeant

Golden-ringed dragonfly

Kenku flockmaster

Lightning Eel

Mageweave construct, poison

Old Blackfang

Quagoth Brute

Seaspawn Task Master

Striped Catfish

Swarm of Animated Tomes

Tangler

CR 5

Bimbara

Ettin Shaman

Hook Horror, Greater

Mageweave construct, cold

Malison wight

Seaspawn Juggernaut

Skeletal cyclops

Stone Giant Shaman

Underdark trader

CR 6

Aquatic ogre, chieftain

Dreamspawn

Sea spawn temple guard

Tenebrous worm

Two-headed troll

CR 7

Crimson death

Cyclops brute

Ilythiiri assassin

Mageweave construct, lightning

Shamlaq, Kraken Priestess

Will-o'-Deep

CR 8

Cantaboeth

CR 9

Cyclops Chieftain

Mageweave construct, fire

Shambling mold

CR 10

Frost giant reaver

Grandfather Xorn

Magheras

Nasreen

CR 12

Kraken, young

CR 13

Mageweave construct, force

Redd & Keeleni

CR 14

Iron golem, damaged

CR 15

Fiendish armor

Genlisea

CR 16

Chongani

CR 18

Bone Golem

CR 20

Paeliryon

CR 21

Behir, ancient

Daktaralisk, Old Red Dragon

Most of Amanata's warriors remained true to their gods even in their final moments of despair. Only a few of them chose to follow Amanata down the dark path her oath took her. These she thanked and called '**her faithful**' as they fought together until their dying breath.

Animated Objects

With nobody to disturb them in millennia **these chains** shouldn't be swinging like that.

Amanata's Faithful

Medium undead, lawful evil

Armor Class 13 (ruined half plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities poisoned, exhaustion
Senses darkvision 60ft., passive Perception 9
Languages understands Elven, but can't speak
Challenge 1/2 (100 XP)

ACTIONS

Halberd. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 6 (1d10 +1) slashing damage

Animated Chains

Large construct, neutral

Armor Class 19 (natural)
Hit Points 33 (5d10 + 5)
Speed 0 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 6
Languages -
Challenge 2 (450 XP)

Antimagic susceptibility: The animated chains are incapacitated while in the area of an anti magic field. If targeted by dispel magic, the chains must succeed on a Constitution saving throw against the caster's spell save DC

False appearance: While the animated chains remain motionless, they are indistinguishable from a normal chains.

ACTIONS

Multiattack: The animated chains make two melee attacks.

Slam: *Melee weapon attack:* +6 to hit, reach 20 ft., one target. Hit 9 (1d8+4) slashing damage.

This intersection houses no books whatsoever. Instead it features several stands of wicked looking armor and gruesome weaponry. Most notable among these is the center piece: **a large suite of plate mail, carved with the likeness of hundreds of howling faces.**

Scattered across the floor are hundreds of tomes. The hall looks as if a bookshop exploded. As you pick your way through, trying not to stumble, **some of the tomes start to rise from the floor.**

Fiendish Armor

Large construct, neutral

Armor Class 20 (natural)
Hit Points 273 (26d10+130)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	3 (-4)	3 (-4)	3 (-4)

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
Languages -
Challenge 15 (13000 xp)

Fiendish Weapons. The fiendish armor's slam attacks are magical. When the armor hits with its slam attack, it deals an extra 5d6 fire damage (included in the attack).

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: +10 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage and 18 (5d6) fire damage.

Swarm of Animated Tomes

Large swarm of Tiny tomes, unaligned

Armor Class 16 (natural)
Hit Points 52 (8d10+8)
Speed 0 ft., fly 30 ft.

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

Damage Resistance bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Damage Vulnerabilities fire
Saving Throws Dex +4
Skills perception +0
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages Understands the language it was written in
Challenge 4 (1100 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 tome. The swarm can't regain hit points or gain temporary hit points.

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

False Appearance. While the swarm of tomes remains motionless and isn't flying, it is indistinguishable from a normal pile of books.

ACTIONS

Multiattack. The swarm can attack four times with its slam attack.

Slam. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 8 (2d6+1) bludgeoning damage, or 4 (1d6+1) bludgeoning damage if the swarm has half of its hit points or fewer.

Aquatic Ogre

Aquatic ogres are also known as merrow. They are not to be confused with the fiendish merrow, who were merfolk corrupted by the influence of the demon prince Demogorgon.

Merrow, converted from 2nd Edition's Monstrous Manual

Apprentice Wizard

Medium humanoid, human, chaotic good

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills arcana +4, history +4

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 xp)

ACTIONS

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

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

Cantrips (at will): fire bolt, mending, prestidigitation
1st level (2 slots): burning hands, disguise self, shield

Aquatic Ogre

Large giant, chaotic evil

Armor Class 12 (natural)

Hit Points 76 (8d10 + 32)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	18 (+4)	5 (-3)	7 (-2)	6 (-2)

Senses Darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 3 (700 XP)

Amphibious. The aquatic ogre can breathe air and water.

Chameleon skin. The aquatic ogre has advantage on Dexterity (Stealth) checks made to hide.

Ambusher. The aquatic ogre has advantage on attack rolls against any creature it has surprised.

Charge. If the aquatic ogre swims at least 20 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 aquatic ogre makes one attack with his pike or two attacks with his claws.

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

The **Apprentice Wizard** can be found in Volo's Guide to Monsters.

Aquatic Ogre Chieftain

Large giant, chaotic evil

Armor Class 15 (barnacle scale mail)

Hit Points 143 (15d10 + 60)

Speed 20 ft., sw im 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	10 (0)	9 (-1)	11 (0)

Senses Darkvision 60 ft., passive Perception 9

Languages Giant

Challenge 6 (2,300 XP)

Amphibious. The aquatic ogre can breathe air and water

Chameleon skin. The aquatic ogre has advantage on Dexterity (Stealth) checks made to hide.

Ambusher. The aquatic ogre has advantage on attack rolls against any creature it has surprised.

Charge. If the aquatic ogre swims at least 20 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.

Martial Advantage. Once per turn, the aquatic ogre chieftain 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 aquatic ogre chieftain that isn't incapacitated

ACTIONS

Multiattack. The aquatic ogre makes one attack with his pike or two attacks with his claws.

Pike. 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: 10 (1d10 + 5) slashing damage.

The most powerful aquatic ogre males sport ivory horns.

Aquatic Ogre, Horned

Large giant, chaotic evil

Armor Class 13 (natural)

Hit Points 114 (12d10 + 48)

Speed 20 ft., sw im 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	8 (-1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 4 (1,100 XP)

Amphibious. The aquatic ogre can breathe air and water

Chameleon skin. The aquatic ogre has advantage on Dexterity (Stealth) checks made to hide.

Ambusher. The aquatic ogre has advantage on attack rolls against any creature it has surprised.

Charge. If the aquatic ogre swims at least 20 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 aquatic ogre makes one attack with his pike or two attacks with his claws.

Pike. 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: 10 (1d10 + 5) slashing damage.

*These aquatic ogres were wounded in a recent battle.
They will not go down without a fight, however.*

Aquatic Ogre, Wounded

Large giant, chaotic evil

Armor Class 12 (natural)

Hit Points 48 (5d10 + 20)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	18 (+4)	5 (-3)	7 (-2)	6 (-2)

Senses Darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 1 (700 XP)

Amphibious. The aquatic ogre can breathe air and water.

Chameleon skin. The aquatic ogre has advantage on Dexterity (Stealth) checks made to hide.

Ambusher. The aquatic ogre has advantage on attack rolls against any creature it has surprised.

ACTIONS

Claw. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.*

Behir, Ancient

Huge monstrosity, neutral evil

Armor Class 21 (natural armor)

Hit Points 313 (25d12 + 150)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	22 (+6)	10 (+0)	16 (+3)	14 (+2)

Skills Perception +10, Stealth +11

Damage Immunities lightning

Senses Darkvision 90 ft., passive Perception 20

Languages Draconic, common

Challenge 21 (33,000 XP)

ACTIONS

Multiattack. The ancient behir makes two attacks: one with its bite and one to constrict

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 36 (5d10+8) piercing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one large or smaller creature. *Hit:* 30 (4d10+8) bludgeoning damage plus 30 (4d10+8) slashing damage. The target is grappled (escape DC 20) if the ancient behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The ancient behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The ancient 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 ancient behir, and it takes 35 (10d6) acid damage at the start of each of the ancient behir's turns. An ancient behir can have only one creature swallowed at a time. If the behir takes 40 damage or more on a single turn from the swallowed creature, the ancient behir must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the ancient behir. If the ancient behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Cantaboletths are even more ugly than their distant cousin the aboleth. Smaller and warty, they lure sentient creatures into underdark waters where they toy with them until the creatures drown.

Their tune isn't an audible effect, it is projected telepathically into their victim's mind

Cantaboletth

Large aberration, chaotic evil

Armor Class 17 (natural)

Hit Points 136 (16d10+48)

Speed 20ft, swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Con +6, Dex +5, Cha +4

Skills perception +4, performance +7

Senses darkvision 120 ft., passive Perception 14

Languages Deep speech, telepathy 120ft.

Challenge 8 (3900 xp)

Amphibious. The cantaboletth can breathe air and water.

Mucous Cloud. While underwater, the Cantaboletth is surrounded by transformative mucus. A creature that touches the Cantaboletth or that hits it with a melee attack while within 5 feet of it must make a DC 16 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 cantaboletth, the cantaboletth learns the creature's greatest desires if the cantaboletth can see the creature.

ACTIONS

Multiattack. The aboleth makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Luring Song. The cantaboletth projects a magical melody directly into their victims' mind. As such it doesn't help to protect one's hearing. Every humanoid and giant within 300 feet of the cantaboletth that can perceive the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. The cantaboletth must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the cantaboletth is incapacitated. While charmed by the cantaboletth, a target is incapacitated and ignores the songs of other cantaboletth. If the charmed target is more than 5 feet away from the cantaboletth, the target can take the Dash action on its turn to move toward the cantaboletth 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 cantaboletth, 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 cantaboletth's song for the next 24 hours.

BONUS ACTIONS

Tail (Recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 10ft. one target. *Hit:* 21 (3d10+4) bludgeoning damage.

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 84 (8d10 + 10)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas 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 stench of any catoblepas for 1 hour.

ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Cave Fisher

Medium monstrosity, unaligned

Armor Class 16 (natural)

Hit Points 58 (9d8+18)

Speed 20ft, climb 20 ft.

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

Skills perception +2, stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 3 (700 xp)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

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

ACTIONS

Multiattack. The cave fisher makes two attacks with its claws.

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

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

The **Catoblepas** can be found in Volo's Guide to Monsters.

The **Cave Fisher** can be found in Volo's Guide to Monsters.

Chongani

Large monstrosity, shapechanger, chaotic neutral

Armor Class 21 (natural)

Hit Points 209 (22d10+66)

Speed 20ft (or as assumed form), climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	9 (-1)	13 (+1)	7 (-2)

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

Skills deception +8, insight +6, stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon, Elven, Dwarf, Giant

Challenge 16 (15000 xp)

Shapechanger. The chongani can use its action to polymorph into a Small or Medium humanoid or a Large or Huge giant it has seen, 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.

Ambusher. The chongani has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the chongani surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 27 (6d8) damage from the attack.

Long-lived. The unnatural long lifespan of the chongani has allowed it to learn the language of its most common prey. In the course of many centuries it has become adept at reading, emulating and stalking many humanoid and giant species.

ACTIONS

Multiattack. The chongani makes 2 claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 30 (6d8+3) piercing damage and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the chongani is reduced to one claw attack.

BONUS ACTIONS

Hypostome. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature that is grappled by the chongani, incapacitated, or restrained. Hit: 17 (4d6+3) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the chongani 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.

The extremely rare **chongani** have been around since the Days of Thunder. Originally preying upon the behemoths that roamed the world, the chongani were forced to evolve with the coming of the smarter and better organised creator races. Solitary and chaotic in nature, the chongani weren't able to form a society as the creator races did. They instead developed into a race of shapechangers able to prey upon this new foe.

Standing nine-foot tall in their true form, they resemble bloated yellow ticks, crammed inside a tough and thick mustard-coloured tortoise shell. A chongani's legs are chitinous, clawed and stunted. Its lack of speed prevents it from chasing any type of prey, forcing it instead to rely on guile or ambush tactics. The chongani's clawed arms are similar in appearance, but are riddled with sharp bladelike ridges, allowing it to climb more proficiently than one would expect from such a heavy and cumbersome creature.

Chongani are long-lived and extremely adaptable. Sightings have placed them in tropical climes, the ice of the high north, and even the depths of the Underdark. During their first century young chongani choose their hunting ground and preferred prey. They then stick to their choice for the remainder of their millennium of existence. Some prefer drinking the blood of humanoids, others prefer giants or giantkin. In a pinch however, a chongani can survive wherever a large population of mammals roams free.

When encountering sentient creatures chongani will typically imitate the form of a similar creature. It will pretend to be in need of help, and will attempt to be allowed to travel alongside the group.

Their feeding habits, combined with their ability to emulate humanoid form, has led many to mistake chongani for vampires. To draw blood a chongani doesn't need to change shape. From its mouth a calcified harpoonlike structure shoots into an artery of the victim. The tip of this hypostome is coated in a strong anaesthetic, allowing the chongani to sate its appetite, without waking sleeping victims. In the morning the victim will feel drowsy, as if lacking sleep. He will discover a grape-sized welt, which feels numb.

As you approach, you see tears streaking the face of this large creature. He looks **grey and haggard even for an ogre**. His words directed at you sound more like mountains moving than broken Common: “Go away or I eat youzses! Go away! I not ‘ungry and you no tasty but eat youzses if you no go!”

Cliffside, the Ogre

Large gaint, ogre, neutral

Armor Class 11 (hide armor)
Hit Points 101 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	9 (-1)	7 (-2)	11 (0)

Saving Throws Con +5, Str +6
Senses passive Perception 8
Languages Giant, broken Common.
Challenge 3 (750 XP)

ACTIONS

Thundering greatclub +1. melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 14 (2d8+5) bludgeoning damage plus 5 (1d8) thunder damage.

Crimson Death

Medium undead, neutral evil

Armor Class 13 (natural)
Hit Points 68 (15d8)
Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	11 (0)	18 (+4)	15 (+2)	16 (+3)

Skills stealth +5
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 7 (2,900 XP)

Ambusher. In the first round of combat, the crimson death has advantage on attack rolls against any creature it surprised.
Magic Resistance. The crimson mist has advantage on saving throws against spells and other magical effects.
False appearance. While surrounded by mist, the crimson death is indistinguishable from the natural phenomenon, unless an observer makes an Intelligence (Investigation) check DC 15.
Damage Transfer. While it is grappling a creature, the crimson death takes only half the damage dealt to it, and the creature grappled by the crimson death takes the other half.

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 17 (3d10) necrotic damage, and the crimson death automatically grapples the target. While grappling, the crimson death doesn't attack. Instead, at the start of each of the crimson death's turns, the target loses 17 (3d10) hit points due to blood loss. During the grapple the target is restrained and can only free itself by succeeding at a Strength (athletics) or Dexterity (acrobatics) check DC 14. The crimson death can drag any creature of medium size or smaller with it at half speed, even in flight.

Crimson Death, converted from 2nd Edition's Monstrous Manual

Cyclops

The **cyclops brute** is somewhat smaller than his brethern. Mistreated to no end, it learned to supplement with savagery and cruelty, what it lacked in raw strength. Brutes are feared and shunned by other cyclopeans.

Cyclops Brute

Huge giant, chaotic evil

Armor Class 13 (natural)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	10 (+0)	5 (-3)	10 (+0)

Skills intimidation +2

Senses passive Perception 7

Languages Giant

Challenge 7 (2900 xp)

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

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes four bone club attacks.

Dualwielding Bone Clubs. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Challenging Roar. Each hostile creature within 60 feet of cyclops brute that can see him must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the cyclops is threatening it in combat, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends, the target becomes immune to the cyclops challenging roar for the next 24 hours.

Cyclops Chieftain

Huge giant, chaotic neutral

Armor Class 17 (ill-fitting armor)

Hit Points 161 (14d12+70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	7 (-2)	12 (+1)

Skills intimidation +11, persuasion +11

Senses darkvision 60 ft., passive Perception 8

Languages Giant, Common

Challenge 9 (5000 xp)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Cyclopean Royalty. Trained from a young age by his father, the previous chieftain, this cyclops is as confident in dealing with matters of state as a cyclops can possibly be. He is versed in Charisma (Intimidation) and (Persuasion) checks and will make any such checks at advantage while dealing with other cyclopeans.

ACTIONS

Multiattack. The cyclops makes three greatclub attacks.

Greatclub. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Doombell Spider

Large beast, unaligned

Armor Class 15 (natural)

Hit Points 68 (9d10 + 18)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	2 (-4)	11 (+0)	5 (-3)

Skills stealth +8

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

Perception 10

Languages -

Challenge 3 (700 XP)

Amphibious. The doombell spider cannot breathe underwater. It uses its webbing to create bubbles of breathable air deep below the water surface. The doombell spider needs to return to one of these bubbles every half hour to take in fresh air or risk drowning.

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: +6 to hit, reach 5 ft., one creature. Hit: 18 (3d8 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +6 to hit, range 30f/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).

*The **doombell spider** makes a web which has the property of gathering the oxygen the spider needs to survive underwater. Jebedo has often gone down in the past to retrieve strands of webbing for his experimentations. He is trying to make an extra combustible fireball by using the oxygen gathering properties of the spider silk. Although his attempts haven't been successful yet, Jebedo is fairly sure he can fashion a breathing apparatus for the adventurers, if they bring him some of the spider silk.*

Dragon

Daktaralisk, Old Red Dragon

Huge Dragon, chaotic evil

Armor Class 20 (natural)

Hit Points 305 (21d12+168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	14 (+2)	22 (+6)

Damage Immunities fire

Saving Throws Dex +7, Con +15, Wis +9, Cha +13

Skills perception +16, stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33000 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 10ft., one target. Hit: 20 (2d10+9) piercing damage plus 10 (3d6) fire damage.

Claw. Melee Weapon Attack: +16 to hit, reach 5ft., 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 74 (21d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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 16 (2d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Daktaralisk, known to the locals as One-Eye, has a peculiar sense of humor. He has installed the campsite to lure lost travelers seeking shelter from the numbing cold. Inadvertently such unfortunate souls start exploring the caves seeking a safer route down the mountain.

Instead they all discover Daktaralisk, pretending to be asleep in his lair. This plunges these poor souls into a headlong rush down the mountain. Once they have slowed down from fatigue and they dare to hope to have escaped the dragon's lair, One-Eye will soar up from the mountain in search of his prey. Few ever truly escape.

Dreamspawn

Medium aberration, chaotic evil

Armor Class 16 (natural)

Hit Points 136 (16d8+64)

Speed 40 ft.

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

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 6 (2300 xp)

ACTIONS

Multiattack. The dreamspawn makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8+4) bludgeoning damage and 9 (2d8) psychic damage.

BONUS ACTIONS

Phantasmal Killer (recharge 5-6). As a bonus action the dreamspawn taps into the nightmares of a creature it can see and creates an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw DC 15. On a failed save, the target becomes frightened. At the start of each of the target's turns, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

REACTIONS

Intangible Phantasm (recharge 5-6). Originating from Agelong's deepest nightmares, dreamspawn are not completely real. As a reaction a dreamspawn can turn a successful attack into a miss as it ceases to exist for a fraction of a second.

During millennia of forced slumber, Agelong often dreamt. So powerful is the mind of the creature that his dreams eventually became reality in the form of **dreamspawn**.

Existing between reality and the dreamworld, these psychic predators will do anything to prevent harm to their progenitor.

Duergar

Duergar Norothor

Medium humanoid, lawful evil

Armor Class 18 (chain mail and shield)

Hit Points 58 (8d8 + 16)

Speed 25 ft.

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

Saving throw Wis +6

Skills perception +6

Damage Resistance poison

Senses darkvision 120 ft., passive Perception 16

Languages Dwarven, Undercommon

Challenge 3 (700 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.

"The Norothor are the clergy of Deep Duerra, the Queen of the Invisible Art, the Axe Princess of Conquest"

ACTIONS

War Pick: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Enlarge (Once between rests). 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.

Invisibility (Once between rests). The duergar magically turns invisible for up to one hour until it attacks, casts a spell, or uses its Enlarge ability, or until its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Spellcasting The duergar Norothor is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

The Norothor has the following spells prepared:

Cantrips (at will): light, sacred flame

1st level (4 slots): divine favor, bane, cure wounds

2nd level (3 slots): hold person, prayer of healing

3rd level (2 slots): magic weapon, meld into stone

Duergar Sergeant

Medium humanoid, lawful evil

Armor Class 17 (splint mail)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)

Damage Resistance poison

Senses darkvision 120 ft., passive Perception 16

Languages Dwarven, Undercommon

Challenge 4 (1,100 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

Multiattack. The duergar sergeant makes two weapon attacks with his warhammer or his spear.

Warhammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 3) bludgeoning damage, or 14 (2d10 + 3) bludgeoning damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 3) piercing damage, or 11 (2d6 + 3) piercing damage while enlarged.

Enlarge (Once between rests). 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.

Invisibility (Once between rests). The duergar magically turns invisible for up to one hour until it attacks, casts a spell, or uses its Enlarge ability, or until its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Deep Duerra, also known as Queen of the Invisible Art or the Axe Princess of Conquest, was the duergar goddess of psionics, conquest and expansion. Deep Duerra and her clerics were known below the surface as **Norothor** ("those who seized enemy lands").

Ettin

Illuminated by the light of a fire, you can **see a large two-headed giantess** sitting on a hide-covered boulder. One of its heads is arguing fiercely with a human in dark splint mail. Standing impassively to the side is a huge one-eyed orc, seemingly more interested in sharpening a wicked looking black-hafted spear. The only other creature in the room is another hulking giantkin, standing protectively next to its chieftess. From the vacant expression on its faces, you can gather both heads have long ago given up any hope of understanding the conversation.

Bimbara, Ettin Chieftess

Large giant, neutral evil

Armor Class 13 (natural)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	18 (+4)	8 (-1)	10 (0)	6 (-2)

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages Giant, Orc, Common

Challenge 5 (1,800 XP)

Two Heads. Bimbara has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of Bimbara's heads is asleep, its other head is awake.

ACTIONS

Multiattack. Bimbara makes two attacks: one with her battleaxe and one with her 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

Ettin Shaman

Large giant, chaotic evil

Armor Class 16 (natural)

Hit Points 94 (11d10+94)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	8 (-1)	18 (+4)	10 (+0)

Skills perception +17

Senses darkvision 60 ft., passive Perception 17

Languages Giant, Orc

Challenge 5 (1800 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.

Shillelagh Master. When the ettin shaman casts the shillelagh cantrip, he summons two weapons instead of one. Each of these magical clubs has a base damage of 2d10.

ACTIONS

Multiattack. The ettin makes two attacks with his shillelagh.

Shillelagh. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10+6) bludgeoning damage.

Spellcasting. The ettin shaman is an 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +9 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): shillelagh

1st level (4 slots): cure wounds, thunderwave

2nd level (3 slots): barkskin, spike growth, hold person

3rd level (2 slots): call lightning

*The shaman casts these spells on himself before combat.

Five Dragons Leadership

“By Tymora, this is intolerable”, **Jobz** sighed for the fourth time in an hour. Lying in a small rowing boat, one foot dangling over the side, Jobz was bored... totally and utterly bored.

Jef 'Pretty Boy' Jobz

Medium humanoid, human outlaw, chaotic neutral

Armor Class 14 (leather armor)
Hit Points 14 (3d6+3)
Speed 30 ft.

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

Saving Throws Dex +5, Int +4
Skills persuasion +4, sleight of hand +5, stealth +7, perception +1, thieves' tools +7
Senses passive Perception 11
Languages Common, Elven, Thieves' cant
Challenge 1 (200 xp)

Crossbow expert: No disadvantage on attacks with hand crossbow if target within 5 ft.

Sneak attack: Jobz has the sneak attack ability (1d6)

ACTIONS

Multiattack. Jobz can attack once with his scimitar and once with his hand crossbow.

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

Hand crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage

BONUS ACTIONS

Born rogue: Jobz can perform the dash, hide or disengage action or use an object as a bonus action.

Mugdurok

Medium humanoid, hobgoblin, lawful evil

Armor Class 15 (chain shirt)
Hit Points 33 (5d8+10)
Speed 30 ft.

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

Saving Throws Wis +3, Str +5
Skills intimidation +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1 (200 xp)

Martial advantage Once per round during his turn Mugdurok deals 2d6 extra damage on an attack if the target is within 5 ft. of one of his allies

ACTIONS

Two handed sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) slashing damage

Alistair looked deep into his cup and decided not to push the point any further. The hobgoblin was a true friend and loyal to a fault. But **Mugdurok** couldn't deny his lineage. He had a dark core Alistair had witnessed many times before. If the hobgoblin hadn't joined the group when he did, he could very well have become one of the warlords chased down and slain by the Five Dragons.

Nasreen Rensha

Medium humanoid, neutral evil

Armor Class 19 (dragon scale mail (green))

Hit Points 170 (20d10+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	17 (+3)	10 (+0)	20 (+5)

Damage Resistance poison

Saving Throws Str +9, Wis +4

Skills perception +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 10 (5900 xp)

Psionically infused. The ritual performed in the depths of Ssufaxuss left Nasreen infused with psionic abilities and inhuman strength.

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

Mind over matter. Nasreen has advantage on Constitution saving throws to maintain concentration on her psionic spells. She can cast any psionic spell without needing somatic or material components, as long as the cost of the material component doesn't exceed 10 gold pieces.

ACTIONS

Multiattack. Nasreen makes three melee attacks.

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

Mind Blast (Recharge 5-6). Nasreen magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8+4) psychic damage and 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.

Innate Spellcasting (Psionics). Nasreen's spellcasting ability is Intelligence (spell save DC 15). She can cast the following spells, requiring no somatic or material components: 1/day each: charm person, hex, heat metal.

BONUS ACTIONS

Psychic regeneration (Recharge 5-6). Nasreen heals herself for (6d8+9 hp) as a bonus action

REACTIONS

Parry. Nasreen adds 3 to her AC against one melee attack that would hit her. To do so, Nasreen must see the attacker and be wielding a melee weapon.

Aye, I remember someone fittin' that description. Just a couple of nights ago, all them that was important among those slaver bastards gathered over there, in the pit. They were standing around the dead elder brain weaving their magics when the man you described came down from the upper levels, all the while shoutin'.

*The man grabbed the woman that was leadin' the ceremony by the shoulder and she just drew her sword and lopped off his hand. **Her face impassive as a sphinx.***

He dropped to the ground and lost consciousness I reckon. She then motioned to continue the thing they'd been doin'. I was sure them was gonna sacrifice us all to some demon of the Nine Hells. My ol' pappy used to tell me of drow doing that kinda thing.

Anyway a few minutes later it just all went to the Abyss. It felt like a soundless explosion. We were all tossed around like snowflakes in a blizzard. When I came to, they were all gone. Only that arrow tossin' elf and his crackpot sister remained.

The Specter

Medium humanoid, elf ranger, chaotic neutral

Armor Class 15 (leather armor and ring of protection +1)

Hit Points 51 (6d10+18)

Speed 30 ft.

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

Saving Throws Str +3, Dex +6, Con +4

Skills perception +3, acrobatics +5, athletics +2, stealth +

Senses darkvision 60 ft., passive Perception 13

Languages Elven, Common, Goblin

Challenge 3 (700 xp)

Fey Ancestry. The Specter has advantage on saving throws versus spells that would charm him. He can't be put asleep by magical spells or effects

Horde Breaker. Once per turn, when making a weapon attack, the Specter can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of his weapon.

Sharpshooter. Attacking at long range doesn't impose disadvantage on the Specter's ranged weapon attack rolls. His ranged weapon attacks ignore half cover and three-quarters cover.

ACTIONS

Multiattack. The Specter makes two attacks with his longbow or his scimitar.

Longbow. Ranged Weapon Attack: +6 to hit, range 80 ft./230 ft., one target. Hit: 7 (1d8+3) piercing damage.

Scimitar + 1. Melee Weapon Attack: +7 to hit, one target. Hit: 8 (1d8+4) slashing damage

Spellcasting. The Specter is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11). The Specter has the following spells prepared:

1st level (4 slots): hunter's mark, jump

2nd level (2): silence, spike growth

The Specter moved, his hands tracing symbols in a blur. The fact that she understood his sign language was the one reason she was convinced she did know him in the past. "E-L-A-R-A, she was our sister. You loved her once, Iluna..."

"Don't call me that!" The Witch's beautiful face had warped into an ugly mask of fury and hatred. He knew it vexed her if she spoke about her past, more so if he called her by name, but still he couldn't leave well enough alone.

Regaining composure, she forced a calm and mocking smile upon her face. She let the locket slide from her fingers. It clattered to the ground next to the leg of her chair. Her sibling watched, unmoving.

"What news?", she asked him finally, slightly irritated that she hadn't drawn a reaction from her stoic brother.

The Witch

Medium humanoid, elf warlock, chaotic evil

Armor Class 16 (chain shirt +1)

Hit Points 33* (5d8-5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	8 (-1)	11 (+0)	8 (-1)	18 (+4)

Saving Throws Wis +1, Cha +6

Senses darkvision 60 ft., passive Perception 9

Languages Elven, Common, Goblin

Challenge 2 (450 xp)

Fey Ancestry. The Witch has advantage on saving throws versus spells that would charm her. She can't be put asleep by magical spells or effects

Awakened Mind. The Witch can communicate telepathically with any creature within 30 ft.

ACTIONS

* The Witch has *Armor of Agathys* activated, giving her 15 extra hitpoints. These hitpoints are already included in the stat block. See the spell description for more information.

Eldritch blast. Ranged Spell Attack: +7 to hit, range 120 ft., two beams, one target per beam. Hit: 8 (1d10+4) force damage per beam, and the target is pushed 10 ft away from the caster.

Spellcasting. The Witch is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +7 to hit with spell attacks). The Witch has the following spells prepared:

Cantrips: Eldritch blast, Blade ward (2 spellslots cast at 3rd level) Hex, Armor of Agathys, Arms of Hadar, Crown of madness, Vampiric touch

BONUS ACTIONS

Agelong's Boon (Recharge 6): As a bonus action the Witch can call to her patron for more power. She regains one expended spell slot.

One of the Flaming Fist mercenaries will buy the party members who participated in the fight a drink. They have a contract in the vicinity but aren't in the employ of the Zhentarim. They aren't allowed to say more on their assignment.

They introduce themselves as **Sixtus, Sigmond and Tychon**.

Flaming Fist Sergeant

Medium human warrior, lawful neutral

Armor Class 16 (natural)
Hit Points 26 (3d10+9)
Speed 30 ft.

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

Skills Str +4, Con +5
Skills athletics +5, intimidation +5, gaming set +3, perception +1
Senses passive Perception 11
Languages Common
Challenge 1 (200 xp)

Great weapon fighting. Reroll damage dice that come up as 1 or 2.

ACTIONS

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

Bonus Action

Second Wind (recharge 6) The sergeant heals himself for 8 hp (1d10+3)

Action Surge (recharge 6) The sergeant may take an extra action

Froghemoth

Huge monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 184 (16d12+80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills perception +9, stealth +5

Senses darkvision 60 ft., passive Perception 19

Languages -

Challenge 10 (5900 xp)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentade. Melee Weapon Attack. +10 to hit, reach 20 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns. The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

The **Froghemoth** can be found in Volo's Guide to Monsters.

Frost Giant

Frost Giant Reaver

Huge giant, neutral evil

Armor Class 16 (natural)

Hit Points 161 (14d12+70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities cold

Saving Throws Con +9, Wis +4, Cha +6

Skills athletics +10, Perception +4

Senses passive Perception 14

Languages Common, Giant

Challenge 10 (5900 xp)

Martial Advantage. Once per turn, the frost giant reaver can deal an extra 11 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the reaver that isn't incapacitated.

ACTIONS

Multiattack. The giant makes two greataxe attacks.
Greataxe. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 25 (3d12+6) slashing damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 28 (4d10+6) bludgeoning damage.

Giant Leech

Medium beast, unaligned

Armor Class 13 (natural)

Hit Points 75 (10d8+75)

Speed 5 ft., swim 20 ft.

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

Saving Throws Con +5

Skills stealth +3

Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 2 (450 xp)

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

Swamp Camouflage. The leech has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d8+1) piercing damage, and the leech attaches to the target. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract sewer plague as described in the DMG p. 257. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 10 (2d8+1) hit points due to blood loss. The leech 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 leech by succeeding at a Strength (athletics) check DC 13.

You exit the passage and find yourself in a snowy valley. Thick flakes are driven to the earth by a cold wind, preventing you from seeing far ahead.

From the grey surroundings a soldier approaches, bloodied and stumbling.

As you catch him he rasps: "They're coming, save yourselves..."

Behind him a great horn sounds, heralding the approach of lumbering behemoths.

Giant Leech, converted from 2nd Edition's Monstrous Manual

Gloomwing

Medium monstrosity, unaligned

Armor Class 15 (natural)

Hit Points 72 (13d8+13)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	12 (+1)	3 (-4)	10 (+0)	16 (+3)

Skills stealth +7, perception +2

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 3 (700 xp)

Chameleon Skin. The gloomwing has advantage on Dexterity (Stealth) checks made to hide.

Ambusher. The gloomwing has advantage on attack rolls against any creature it has surprised.

Shimmering Wings. The gloomwing's mesmerizing markings addle and twist the onlooker's mind, spawning delusions and provoking uncontrolled action. Each creature looking at a gloomwing must succeed on a Wisdom saving throw DC 13 or be affected by the *confusion* spell (PHB p.224). An affected target can't take reactions. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. A creature successfully shaking the effect of a gloomwing's shimmering wings can not be affected again for a full hour. A blind creature can not be affected.

ACTIONS

Multiattack. The gloomwing makes two attacks with its front claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The gloomwing can only grapple one target at a time.

Carry off. A grappled creature of small or smaller size can be carried off at half speed clutched in the gloomwing's legs. The carried creature has 1/2 cover against attacks and other effects that originate outside of the gloomwing's embrace. If the gloomwing dies or the target escapes the grapple, the carried creature is no longer restrained and falls prone to the ground.

Pheromone Cloud (recharge 5-6). The gloomwing exudes an invisible cloud of pheromones enveloping every creature within a 10-foot-radius sphere centered on the gloomwing. Creatures in the area of effect make a Constitution saving throw DC 13 or have their Strength score reduced by 4 until the end of their next round. A creature can only be affected by one pheromone cloud at a time.

The creature commonly called the **gloomwing** is the adult stage of the **tenebrous worm**.

The bodies and wings of these moths are covered with shimmering, geometric patterns of black and silver, able to confuse any prey unfortunate enough to gaze upon them.

Their large, fern-like black antennae are tipped with white. Each of their eight legs ends in a wicked pearly claw.

Gloomwing, converted from 2nd Edition's Monstrous Manual

Tenebrous Worm

Medium monstrosity, unaligned

Armor Class 12 (natural)

Hit Points 171 (17d8+85)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	20 (+5)	1 (-5)	12 (+1)	4 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 6 (2300 xp)

Bristling. The tenebrous worm resembles a giant caterpillar covered in sharp two foot long bristles. Whenever a creature attacks a tenebrous worm with a melee weapon or spell attack, the attacker must make a DC 11 Dexterity saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can shake the effect by succeeding at a DC 15 Constitution saving throw at the start of each of its turns, ending the poison on itself on a success.

ACTIONS

Multiattack. The tenebrous worm makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one creature. Hit: 5 (1d6 + 2) piercing and 10 (3d6) poison damage.

Golden-Ringed Dragonfly

Medium beast, unaligned

Armor Class 16 (natural)

Hit Points 72 (11d8+22)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	1 (-5)	10 (+0)	9 (-1)

Skills athletics +4

Senses passive Perception 10

Languages -

Challenge 4 (1100 xp)

Flyby. The golden-ringed dragonfly doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. The dragonfly makes two attacks with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The dragonfly can only grapple one target at a time.

Carry off. A grappled creature of small or smaller size can be carried off at half speed clutched in the dragonfly's legs. The carried creature has 1/2 cover against attacks and other effects that originate outside the dragonfly. If the dragonfly dies or the target escapes the grapple, the carried creature is no longer restrained and falls prone to the ground, receiving 1d6 falling damage per 10 feet height (max 3d6). As long as the dragonfly is carrying a creature it cannot benefit from the avoidance feature.

*The largest of the dragonflies on the plateau is the **golden-ringed dragonfly**, named for the brilliant rings around its abdomen. This airborne hunter dwells only in and near peat bogs. These creatures are as big as humans, and some reach as much as 8 feet in length. They prefer larger animals - sometimes including humans or orcs - as prey. For the most part, however, they feed on other insects, as well as swamp ferrets and moor rats.*

Quoted from 2nd Edition's Elminster's Ecologies

Bone Golem

Large construct, neutral evil

Armor Class 19 (natural)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	21 (+5)	5 (-3)	11 (0)	1 (-5)

Saving Throws Str +10, Con +11

Damage Resistances slashing, piercing

Damage Immunities poison, psychic

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 18 (20,000 XP)

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

Brittle Construct. Magic resistance does not apply to the shatter spell. If the bone golem is hit by a shatter spell, and fails its saving throw, it takes double damage and all its resistances, both vs. magic and damage, are negated for 1d3 rounds.

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

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

ACTIONS

Multiattack. The bone golem makes four melee attacks with its bone scythes.

Bone scythe. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 24 (3d12 + 4) slashing damage.

Hideous laughter. Each non-undead creature within 60 feet of the bone golem that can hear it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the bone golem is within line of sight, 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 bone golem's Hideous Laughter for the next 24 hours.

This iron golem has been **severly damaged** in a fight. Although its left arm was shattered, it appears to be in full control of its right arm, which clenches a huge double-edged sword.

Iron Golem, Damaged

Large construct, unaligned

Armor Class 19 (natural)

Hit Points 189 (18d10 + 90)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (0)	1 (-5)

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

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

Senses darkvision 120 ft., passive perception 10

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

Challenge 14 (1,150 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

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 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 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Bone Golem, converted from 2nd Edition's Monstrous Manual

Grey Goblin Harbor

The captain of one of the ships, **a man named Uledor**, survived and befriended a local goblin tribe who mistook him for their deity. He trained the strongest of them and formed them into the **Fist of Uledor**, his personal bodyguard.

Uledor has long since died, and the grey goblins quickly took to their old gods again. The tradition of the **Fist of Uledor** is being upheld however, as well as the title of Captain for the goblin chief

Fist of Uledor

Small goblin monk, lawful neutral

Armor Class 15 (unarmored defense)

Hit Points 18 (4d8)

Speed 40 ft.

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

Saving Throws Str +1, Dex +5

Skills stealth +7, athletics +1, acrobatics +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 xp)

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

ACTIONS

Multiattack. the Fist of Uledor monk makes two attacks: one with his quarter staff and one with his unarmed strike.

Quarter staff. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) crushing damage.

Unarmed strike. melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) crushing damage.

Bonus Actions

Flurry of blows (recharge 5-6). Make an extra unarmed strike.

Patient defense (recharge 5-6). Take the dodge action as a bonus action on your turn.

Uledor

Medium undead, lawful evil

Armor Class 11 (natural)

Hit Points 55 (10d8+10)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	6 (-2)	10 (+0)	12 (+1)

Damage Resistance bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion,

Saving Throws Wis +2

Senses darkvision 60 ft., passive Perception 10

Languages Netherese, Halruaan, Common

Challenge 2 (450 xp)

ACTIONS

Multiattack. Uledor can use his Dreadful Glare and make one attack with his cutlass.

Uledor's Cutlass. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) 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.

Captain's glare. Uledor targets one creature it can see within 60 feet of it. If the target can see Uledor, it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the Uledor'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 captain's glare for the next 24 hours.

High above the kelp field a flat, grey shape can be seen, steadily heading your way. It appears to be **some type of fish**. Several humanoids are riding it, like a fabled flying carpet of legend.

Highstar Stinger

Huge beast, unaligned

Armor Class 11

Hit Points 86 (9d12+27)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills perception +2

Senses Blindsight 120 ft., passive Perception 12

Languages -

Challenge 2 (450 xp)

Water Breathing. The Highstar stinger can breathe only underwater.

Aquatic Mount. Highstar stingers that are trained as mounts can carry up to six medium sized creatures or two large creatures.

Swim by. The Highstar stinger doesn't provoke an opportunity attack when it swims out of an enemy's reach.

Charge. If the Highstar stinger moves at least 30 feet straight toward a target and then hits it with a stinger attack on the same turn, the target takes an extra 19 (3d10+2) piercing damage.

ACTIONS

Stinger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d10 + 2) piercing damage.

Greater Hook Horror

Size, type, alignment

Armor Class 16 (natural)

Hit Points 102 (12d10+36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	7 (-2)	12 (+1)	9 (-1)

Skills perception +4

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

Languages Hook Horror

Challenge 5 (1800 xp)

Echolocation. The hook horror can't use its blindsight while deafened.

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

ACTIONS

Multiattack. The hook horror makes three hook attacks.

Hook. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Ilythiiri assassin

Medium humanoid, elf, neutral evil

Armor Class 16 (+1 studded leather)

Hit Points 66 (12d8+12)

Speed 40 ft.

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

Damage Resistance poison

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +4, Perception +5, Stealth

Senses darkvision 60 ft., passive Perception 15

Languages Elven

Challenge 7 (2900 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 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The 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 make a DC 15 Constitution saving throw, taking 24 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Ilythiir was a realm of the dark elves during the Dawn Ages and First Flowering. As punishment of serious misdeeds, Corellon's magic changed the dark elves into drow. Over the course of two months, weakness against sunlight and the efforts of the other elven nations drove them into the Underdark and Ilythiir ended.

From The Grand History of the Realms

Kenku Flock Master

Medium humanoid, chaotic neutral

Armor Class 16 (leather armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	15 (+2)	12 (+1)	13 (+1)

Skills deception +5, perception +3, stealth +7

Senses passive Perception 13

Languages understands Auran and Common, but speaks only through the use of its Mimicry trait

Challenge 4 (1100 xp)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

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

Sneak attack. The Kenku Flock Master has the sneak attack ability (4d6).

ACTIONS

Multiattack. The Flock Master can attack twice with its shortsword or shortbow.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) piercing damage.

Shortbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 8 (1d6+5) piercing damage.

From the far side of the warehouse a deep throaty laugh can be heard. As you advance a woman's giggle echoes from the rafters to your left, followed by an angry voice to your right. The last voice is utterly familiar. You can almost picture the pudgy face of Gauntlet Proudfish as you hear his voice decree: "Kill Samson and don't let anyone get in your way. If those meddling adventurers should come upon your trail, put an end to them!"

Kenku Pilferer

Medium humanoid, chaotic neutral

Armor Class 15 (leather armor)

Hit Points 50 (9d8+9)

Speed 30 ft.

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

Skills deception +5, perception +2, stealth +6

Senses passive Perception 12

Languages understands Auran and Common, but speaks only through the use of its Mimicry trait

Challenge 2 (450 xp)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

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

ACTIONS

Multiattack. The Flock Master can attack twice with its shortsword or shortbow.

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

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing damage.

Kobold Dragonshield

Small humanoid, kobold, lawful evil

Armor Class 15 (leather armor and shield)

Hit Points 44 (8d6+16)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Damage Resistance see Dragon's Resistance below

Skills perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 xp)

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1- 2, acid (black), 3- 4, cold (white), 5-6, fire (red), 7-8, lightning (blue), 9-10, poison (green).

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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 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 makes two melee attacks with its spear.

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.

The **Kobold Dragonshield** can be found in Volo's Guide to Monsters.

Velti'Enorethal is the scene of a bitter rivalry between two kobold leaders, **Kuklbon** and **Samobar**. The two can't stand each other and hostilities are imminent.

Samobar has chosen the Temple of Kurtulmak as his lair, Kuklbon is holed up in his quarters. Most kobolds like Kuklbon better, but are afraid to speak up, since Samobar has put the fear of Kurtulmak, the chief kobold deity, in them quite effectively.

Kuklbon

Small humanoid, kobold berserker, lawful neutral

Armor Class 14 (shield)

Hit Points 18 (4d6+4)

Speed 25 ft.

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

Saving Throws Str +2, Con +3

Skills survival -1, intimidation +2

Senses darkvision 60 ft., passive Perception 7

Languages Common, Draconic

Challenge 1/4 (50 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 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

For combat purposes the Warlord Blade acts as a +1 longsword

BONUS ACTIONS

Kobold Berserker Rage. When in combat Kuklbon enters a berserker rage adding +2 damage to each attack (already included in the stat block)

Kobold, Non-combatant

Small humanoid, kobold women and children, neutral

Armor Class 12

Hit Points 3 (1d6-1)

Speed 25 ft.

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

Saving Throws Dex +4

Skills stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 0 (10 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 feet of the creature and the ally isn't incapacitated.

ACTIONS

Sticks and stones. Melee or Ranged Weapon Attack: +0 to hit, reach 5 ft. or range 10/30 ft., one target. Hit: 1 (1d4-2) bludgeoning damage (minimum 1 damage)

Samobar

Small humanoid, kobold, Cleric of Kurtulmak, lawful evil

Armor Class 15 (scale mail)

Hit Points 16 (4d6-4)

Speed 25 ft.

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

Saving Throws Dex +3, Wis +3

Skills perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 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 feet of the creature and the ally isn't incapacitated.

ACTIONS

Serrated Whip. Melee Weapon Attack. +3 to hit, reach 10 ft., one target. Hit: 3 (1d4+1) slashing damage

Spellcasting. Samobar's spellcasting ability is Wisdom (spell save DC 11). He can cast the following spells:

Cantrips (at will): Sacred Flame, Thaumaturgy, Guidance
1st level (3 slots): Divine Favor, Shield of Faith, Healing Word, Guiding Bolt, Bane

BONUS ACTIONS

At the start of combat Samobar will cast divine favor as a bonus action to increase his damage output (+1d4 radiant damage on weapon attacks).

Kurtulmak's Favor (Recharge 6). Samobar makes an extra attack as a bonus action

Kurtulmak's Aim (Recharge 6). Samobar gets a +5 to hit on his next attack roll.

*This room is dark and musky. The sweet smell of straw and rotting leaves hangs heavy in the air. As light penetrates the gloom you see a **dozen of small kobolds** cowering behind the remnants of some ruined furniture. Old mattresses lie piled up in a corner.*

Kobold Scale Sorcerer

Small humanoid, kobold, lawful evil

Armor Class 15 (natural)

Hit Points 27 (5d6+10)

Speed 30 ft.

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

Skills arcana +2, medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 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 feet of the creature and the ally isn't incapacitated.

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

ACTIONS

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.

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): fire bolt, mage hand, mending, poison spray

1st level (4 slots): charm person, chromatic orb, expeditious retreat

2nd level (2 slots): scorching ray

The **Kobold Scale Sorcerer** can be found in Volo's Guide to Monsters.

Korred

Small fey, chaotic neutral

Armor Class 17 (natural)

Hit Points 102 (12d6+60)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Skills athletics +9, perception +5, stealth +5

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2900 xp)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see.

The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated. A rope of korred hair has AC 20 and 20 hitpoints. It regains 1 hitpoint at the start of each of the korred's turns while it has at least 1 hitpoint and the korred is alive. If the rope drops to 0 hitpoints, it is destroyed.

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

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) bludgeoning damage, or 19 (3d8+6) bludgeoning damage if the korred is on the ground.

Rock. Ranged Weapon Attack: +9 to hit, range 60/120 ft., one target. Hit: 15 (2d8+6) bludgeoning damage, or 24 (4d8+6) bludgeoning damage if the korred is on the ground.

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

At will: commune with nature, meld into stone, stone shape
1/day each: conjure elemental (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), Otto's irresistible dance

The Korred can be found in Volo's Guide to Monsters.

Kraken

Young Kraken

Huge monstrosity, titan, chaotic evil

Armor Class 16 (natural)

Hit Points 207 (18d12+90)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	18 (+4)	16 (+3)	14 (+2)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 13

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120ft.

Challenge 12 (8400 xp)

Amphibious. The young kraken can breathe air and water.

Siege Monster. The young kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The young kraken can make three tentacle attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) piercing damage. If the target is a Medium or smaller creature grappled by the young 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 young kraken, and it takes 21 (6d6) acid damage at the start of each of the young kraken's turns. If the young kraken takes 30 damage or more on a single turn from creatures inside it, the young kraken must succeed on a DC 18 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 young kraken. If the young kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone. The young kraken can have two targets swallowed at a time.

Tentacle. Melee Weapon Attack: +10 to hit, reach 20ft., one target. Hit: 15 (2d8+6) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained. The young kraken has ten tentacles, each of which can grapple one target.

BONUS ACTIONS

Lightning Storm (recharge 5-6). The young kraken magically creates three bolts of lightning, each of which can strike a target the young kraken can see within 120 feet of it. A target must make a DC 17 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Rotten decay is all that is left of this once luxurious room, scraps of silk draping move on the gentle current entering the room through shattered window panes.

A huge, tentacled mass is lurking in one of the far corners, stirring as you enter

Kraken Priest

Kraken Priest

Medium humanoid, human, neutral evil

Armor Class 10

Hit Points 75 (10d8+30)

Speed 30 ft., swim 30 ft.

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

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Skills perception +5

Senses passive Perception 15

Languages Common, Aquan

Challenge 5 (1800 xp)

Amphibious. The priest can breathe air and water.

ACTIONS

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

1 /day each: call lightning, Evard's black tentacles

The Kraken Priest can be found in Volo's Guide to Monsters.

Shamlaq, Kraken Priestess

Medium humanoid, human, neutral evil

Armor Class 15 (natural)

Hit Points 75 (10d8+30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Skills perception +7

Senses passive Perception 17

Languages Common, Aquan

Challenge 7 (2900 xp)

Amphibious. The priest can breathe air and water.

ACTIONS

In the first round of combat will use her innate spellcasting to conjure a water elemental. See the conjure elemental spell description for more details.

Thunderous Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Primordial) must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

1 /day each: call lightning, Evard's black tentacles

1/ day: conjure elemental (water elemental CR5)

The woman grins at you, showing perfect teeth, and starts to speak in a voice that seems to resonate with the depth of the seas, a voice that is not feminine at all:

"You... you are the mortals, come to bind me again. Turn back now Guardians for I am Agelong, bane of the gods... If you face me and my vast armies, you will know a soulless fate... It would be better for you to die right here."

Leucrotta

Large monstrosity, chaotic evil

Armor Class 14 (natural)

Hit Points 67 (9d10+18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills deception +2, perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Gnoll

Challenge 3 (700 xp)

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

Mimicry. The leucrotta 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.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

ACTIONS

Multiattack. The leucrotta makes two attacks: one with its bite and one with its hooves.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

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

BONUS ACTIONS

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

Lightning Eel

Large beast, unaligned

Armor Class 14

Hit Points 120 (16d10+32)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	1 (-5)	8 (-1)	2 (-4)

Damage Immunities lightning

Senses blindsight 120 ft., passive Perception 9

Languages -

Challenge 4 (1100 xp)

Water Breathing. The lightning eel can breathe only underwater.

ACTIONS

Multiattack. The lightning eel makes two bite attacks. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage.

Electrocute (Recharge 5-6). The electric eel charges the waters around it with electricity. Each creature within 5 feet must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

*A wide pit - miles in diameter - looms ominously before you. No fish seem to come near, and no plants grow on the steep walls leading down. In the darkening gloom below an **occasional flash of light** can be seen, like a lightning bolt splitting a stormy sky.*

The **Leucrotta** can be found in Volo's Guide to Monsters.

Mageweave Construct

This hallway is broad and low. Its grey stone fitted almost seamlessly. In the center of the corridor a fist sized sphere of light hangs suspended in the air, emitting fragmented bursts of multi-coloured light.

Mageweave constructs were made by powerful casters in ancient times.

Creating these types of constructs required a high level of expertise since they needed to be shaped and formed from the very weave overlaying the location they were supposed to guard.

As a consequence, the practice of creating them was abandoned in favor of the easier to craft golems, such as the stone golem and the iron golem.

In certain long abandoned elven ruins one can still encounter these mageweave constructs as they are not subject to the damaging effects of time that eventually undo their more mundane counterparts.

Mageweave constructs are linked to the weave they were created from and cannot travel great distances to perform tasks. If they are ever forced to travel more than a mile from the place of their creation, they will simply cease to be and the weave from which they were created will fray at the specific spot they were torn from, creating a wild magic zone in the process.

Mageweave constructs exist in different incarnations, but they all share a similar appearance. They appear to be fist-sized translucent orbs scintillating with all colors of the rainbow. When they display their abilities in combat they will grow, assume a hue of color associated with their specific type, and their true nature will reveal itself.

Colors associated with the specific types of mageweave constructs.

Type	Color
Acid	Yellow-brown
Poison	Yellow-green
Cold	White-blue
Lightning	Purple-blue
Fire	Yellow-orange
Force	White-purple

Mageweave Construct, acid

Small construct, unaligned

Armor Class 13

Hit Points 55 (10d6+20)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	12 (+1)

Damage Vulnerability lightning

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 blindsight 60 ft., passive Perception 10

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

Challenge 3 (700 xp)

Acid Absorption. Whenever the construct is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

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

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

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

ACTIONS

Acid lash. Melee Weapon Attack: +5 to hit, one target. Hit: 11 (3d6) acid damage.

Acid arrow (recharge 5-6). Ranged Weapon Attack: +5 to hit, one target. Hit: 12 (5d4) acid damage immediately and 7 (3d4) acid damage at the end of the target's next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Mageweave Construct, cold

Medium construct, unaligned

Armor Class 14

Hit Points 60 (8d8+24)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	7 (-2)	11 (+0)	13 (+1)

Damage Vulnerability fire

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

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

Senses blindsight 60 ft., passive Perception 10

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

Challenge 5 (1800 xp)

Cold Absorption. Whenever the construct is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

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

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

ACTIONS

Multiattack. The mageweave construct can attack three times with its cold lash.

Cold lash. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (2d6) cold damage.

Snowball swarm (recharge 5-6). A flurry of magic snowballs erupts centered on the mageweave construct. Each creature in a 5-foot-radius sphere centered on the construct must make a Dexterity saving throw DC 15. A creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one. This effect heals the mageweave construct.

Mageweave Construct, fire

Large construct, unaligned

Armor Class 16

Hit Points 77 (9d10+27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Damage Vulnerability cold

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

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

Senses blindsight 60 ft., passive Perception 11

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

Challenge 9 (5000 xp)

Fire Absorption. Whenever the construct 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 construct is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The mageweave construct can attack three times with its fire lash.

Fire lash. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 11 (2d10) fire damage.

Inferno (recharge 5-6). A roaring explosion erupts centered on the mageweave construct. Each creature in a 20-foot-radius sphere centered on the construct must make a Dexterity saving throw DC 16. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. This effect heals the mageweave construct.

Mageweave Construct, force

Large construct, unaligned

Armor Class 17

Hit Points 137 (13d10+65)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	25 (+7)	20 (+5)	14 (+2)	12 (+1)	16 (+3)

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

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

Senses blindsight 60 ft., passive Perception 11

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

Challenge 13 (10000 xp)

Force Absorption. Whenever the construct is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

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

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

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

ACTIONS

Multiattack. The mageweave construct can attack three times with its force lash.

Force lash. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 11 (2d10) force damage.

Force blades (recharge 5-6) The construct summons six longswords made out of magic. Which will attack immediately

Each acts as an independent creature with AC 13 and 10 hp (2d8).

The force blades can fly up to 20 feet before attacking: +5 to hit, one target. Hit: 9 (2d8) force damage. No more than six force blades can be summoned by the construct at any given time.

Mageweave Construct, lightning

Medium construct, unaligned

Armor Class 15

Hit Points 90 (12d8+36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	7 (-2)	11 (+0)	14 (+2)

Damage Vulnerability acid

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

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

Senses blindsight 60 ft., passive Perception 10

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

Challenge 7 (2900 xp)

Lightning Absorption. Whenever the construct is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

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

ACTIONS

Multiattack. The mageweave construct can attack three times with its lightning lash.

lightning lash. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (2d8) lightning damage.

Sonic boom (recharge 5-6). A subsonic wave of sound bursts forth centered on the mageweave construct. Each creature in a 10-foot-radius sphere centered on the construct must make a Constitution saving throw DC 15. A creature takes 5d8 thunder damage on a failed save, or half as much damage on a successful one. 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 spell's area.

Mageweave Construct, poison

Small construct, unaligned

Armor Class 13

Hit Points 61 (11d6+22)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

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

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

Senses blindsight 60 ft., passive Perception 10

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

Challenge 4 (1100 xp)

Poison Absorption. Whenever the construct is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

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

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

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

ACTIONS

Multiattack. The mageweave construct can attack twice with its poison lash.

Poison lash. Melee Weapon Attack: +6 to hit, one target. Hit: 7 (2d6) acid damage.

Poisonous cloud (recharge 5-6). Targets within 15 feet of the mageweave construct make a Constitution save DC 14 or become poisoned. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magheras

Medium humanoid, ilythiiri elf, transmuter, lawful evil

Armor Class 17 (natural)

Hit Points 88 (16d6+88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	18 (+4)	10 (+0)	15 (+2)

Damage Resistance fire

Saving Throws Wis +4, Int +8

Skills arcana +8

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 10 (5900 xp)

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

Fey Ancestry. Magheras has advantage on saving throw versus spells that would charm him. He can't be put asleep by magical spells or effects.

Expert Transmuter. Once between long rests Magheras can transform into a Giant Ape (MM p. 323). Magheras's game statistics, including mental ability scores, are replaced by the statistics of the giant ape. He retains his alignment and personality. Magheras assumes the hit points of his new form. When he reverts to his normal form, he returns to the number of hit points he had before the transformation. If he reverts as a result of dropping to 0 hit points, any excess damage carries over to his normal form. As long as the excess damage doesn't reduce his normal form to 0 hit points, he isn't knocked unconscious.

Magheras is limited to the actions he can perform by the nature of its new form, and he can't speak or cast spells. All his gear, except for items carried in his hands, melds into the new form. He can't activate, use, wield, or otherwise benefit from any of his equipment.

ACTIONS

Spellcasting. Magheras is an 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Magheras has the following wizard spells prepared:

Cantrips (at will): shocking grasp, message, control flames
1st level (4 slots): witch bolt, *mage armor, magic missile, expeditious retreat, jump
2nd level (3 slots): detect thoughts, mirror image, misty step, magic weapon, levitate
3rd level (3 slots): counterspell, lightning bolt, slow, blink
4th level (3 slots): banishment, fire shield, stoneskin, polymorph
5th level (2 slots): cone of cold, scrying, wall of force, telekinesis
6th level (1 slot): globe of invulnerability, disintegrate
7th level (1 slot): teleport, sequester

*Magheras casts these spells on himself before combat.

Entering a small square, you see **an impressive looking dark elf wizard** presiding over what appears to be an attempt at burglary. In his hand he holds an amorphous and scintillating staff that looks like it has a hard time assuming a defined shape.

The mind flayer accompanying the wizard is encouraging several slaves to break down the robust looking door of a small library.

Mummy, lesser

Medium undead, lawful evil

Armor Class 12 (natural)

Hit Points 52 (8d8+16)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	7 (-2)	10 (+0)	12 (+1)

Damage Resistance bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Undercommon, Sarrukhar

Challenge 2 (450 xp)

ACTIONS

Multiattack. The lesser mummy can use his dreadful glare and make one attack with his rotting fist.

Rotting fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 11 (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 7 (2d6) 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 feet 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.

Corrupted Myconid

Medium plant, chaotic evil

Armor Class 12 (natural)
Hit Points 68 (9d8+27)
Speed 20ft

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

Senses darkvision 120 ft., passive Perception 9
Languages -
Challenge 3 (700 xp)

Sun Sickness. While in sunlight, the corrupted myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

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

ACTIONS

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

REACTIONS

Confusing Spores (recharge 5-6). The corruption wracking the myconid has affected its spores. Instead of making it possible for the myconid to communicate with other sentient species, it addles the mind of anyone unfortunate enough to breathe them in. When hit by a spell or weapon attack, the myconid can launch a cloud of spores. The spores can affect creatures, except other corrupted myconids, in a 10-foot radius centered on the corrupted myconid. Creatures in the area of effect need to make a Wisdom saving throw DC 13 or suffer from confusion as described in the *confusion spell* (PHB p. 224). Affected creatures can not take reactions. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

In the twilight of the brass sun, you come upon a scene only possible in these enchanted woods.

Two groups of the mushroom people, called myconid, are locked in a life-and-death struggle.

The first group is trying desperately to get away from the second group.

*Although this first group vastly outnumbers **the second group**, they are clearly unskilled defenders and are taking a severe beating.*

Neogi

Small aberration, lawful evil

Armor Class 15 (natural)

Hit Points 33 (6d6+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills intimidation +4, perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 xp)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi 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: 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

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

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Neogi Hatchling

Tiny monstrosity, lawful evil

Armor Class 11

Hit Points 7 (3d4)

Speed 20ft, climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 xp)

Mental Fortitude. The hatchling has advantage on saving throws against being charmed or frightened, and magic can't put the hatchling to sleep.

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned 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.

The Neogi and the Neogi Hatchling can be found in Volo’s Guide to Monsters.

Neogi Master

Medium aberration, lawful evil

Armor Class 15 (natural)

Hit Points 71 (13d6+23)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +3

Skills arcana +5, deception +6, intimidation +6, perception +3, persuasion +6

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 13

Languages Common, Deep Speech, Undercommon, telepathy 30 ft.

Challenge 4 (1100 xp)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

Multiattack. The neogi 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: 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

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

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The neogi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast (range 300 ft., +4 bonus to each damage roll), guidance, mage hand, minor illusion, prestidigitation, vicious mockery
1st-4th level (2 4th-level slots): arms of Hadar, counterspell, dimension door, fear, hold person, hunger of Hadar, invisibility, unseen servant

Neothelid

Gargantuan aberration, chaotic evil

Armor Class 16 (natural)

Hit Points 325 (21d20+105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

Saving Throws Int +1, Wis +8, Cha +6

Senses blindsight 120 ft., passive Perception 13

Languages -

Challenge 13 (10000 xp)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

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

ACTIONS

Tentacles. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 21 (3d8+8) bludgeoning damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 35 (10d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 30 damage or more on a single turn from a creature inside it, the neothelid 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 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharge 5-6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:
At will: levitate
1/day each: confusion, feeblemind, telekinesis

Old Blackfang

Large legendary fey, Spirit of the Sabretooth, neutral

Armor Class 14 (natural)

Hit Points 120 (16d10+32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +4, Cha +1

Skills perception +3, stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1100 xp)

Keen smell. Old blackfang has advantage on wisdom (perception) checks that rely on smell.

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

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

LEGENDARY ACTIONS (3)

Mist walker. For a fraction of a second Old blackfang seems to dissolve into grey mist before moving 40 ft. and materialising again. During this move he provokes no attacks of opportunity.

Claw (costs 2 actions). Old blackfang makes a claw attack

From the swirling vapors of the moor a shape appears to amalgamate. An ebony colored, broad chested feline appears, its eyes yellow, like old gold.

The six-foot-tall cat paces back and forth, nervous for the hunt. When it spots you, it stops and bars its elongated canines in a sabertoothed growl.

The Neogi Master and the Neothelid can be found in Volo's Guide to Monsters.

Brown Pudding

Large ooze, unaligned

Armor Class 8 (natural)

Hit Points 94 (11d10 + 33)

Speed 10 ft., climb 10 ft.

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

Damage Immunities acid, cold, lightning, slashing

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

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

Languages -

Challenge 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 (1d6) acid damage. Any nonmagical weapon made of wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood 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: 7 (1d6 + 3) bludgeoning damage plus 14 (4d6) acid damage. In addition, nonmagical leather or wooden 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 bonus to 0.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Mudman

Medium ooze, unaligned

Armor Class 9 (natural)

Hit Points 20 (3d8+6)

Speed 20ft, swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	1 (-5)	6 (-2)	2 (-4)

Damage Resistance bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

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

Languages -

Challenge 1 (200 xp)

Puddleshape. In a few instances mudmen will assume the shape of a small pool of mud. When in Puddleshape they are immune to all bludgeoning, piercing, and slashing damage (magical or other) and cannot move or attack until they reshape (as standing up from prone). If a mudman is knocked prone he will go into Puddleshape instead. Mudmen will never use their Puddleshape ability voluntarily as long as there are creatures near that could possibly threaten their pool.

Poolbound. Mudmen never go further than 60 ft. from their pool. They lie spread out and formless on the bottom until a creature comes near the pool after which they attack. Mudmen who are lingering on the bottom of their pool use their Puddleshape ability.

Pool crazy. Mudmen are quite protective of their pool and will move to use their Mudslam attack as soon as possible. Once the mudman is within 10 feet it will fling itself bodily at its target. On a hit the impact kills the mudman. If the mudman misses, it lands in Puddleshape.

ACTIONS

Thrown Mud. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one creature. Hit 5 (1d8+1) bludgeoning damage. A creature hit by this attack has its armor class reduced by two and its speed reduced to half speed as the mud hardens and hampers the target's movement. This effect lasts until the end of the creature's next turn.

Mudslam. Melee Weapon Attack: +3 to hit, reach 10 ft., one creature. Hit 10 (2d8+1) bludgeoning damage and strength save DC 12 or be paralyzed and suffocating until freed from the hardened mud by someone else (one action).

Brown Pudding and Mudman, converted from 2nd Edition's Monstrous Manual

Paeliryon

Large fiend, devil, lawful evil

Armor Class 19 (natural)

Hit Points 219 (23d10+92)

Speed 20ft, fly 100 ft. (hover), burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	18 (+4)	24 (+7)	21 (+5)	21 (+5)

Damage Resistance acid, cold; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Saving Throws Con +10, Dex +9, Cha +11

Skills persuasion +11, perception +11, investigation +13

Senses Truesight 120 ft., Passive perception 21

Languages all languages, telepathy 100 ft.

Challenge 20 (25000 xp)

Improved Initiative. Despite its massive and cumbersome girth, the paeliryon is deceptively fast to react. Its initiative modifier is +9.

Tongues. The paeliryon can magically understand and speak any language it comes across.

Deforming Touch. When the paeliryon strikes an enemy in combat, the enemy's Charisma score is reduced by 1d4 until the target takes a long rest. This effect is not cumulative, but can not be cured by anything short of a wish spell.

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

ACTIONS

Multiattack. The paeliryon makes 4 claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 25 (4d8+7) slashing damage.

Belittle. The paeliryon unleashes a torrent of epitaphs and insults. All nondevils in a 60-foot cone must succeed at a Charisma saving throw DC 19 or be incapacitated. An affected target makes a Charisma saving throw at the end of each of its turns. On a successful save, the effect ends. A creature that successfully saves cannot be affected again by that same paeliryon's belittle ability for 24 hours.

Intoxicating perfume. A bank of thin mist emanates from the paeliryon in a 20-foot radius. Every creature caught in the area of effect must make a Charisma saving throw DC 19 or make any subsequent Charisma saving throw at disadvantage. The effect lasts for 30 minutes. An affected target makes a Charisma saving throw at the end of each of its turns. On a successful save, the effect ends. Devils are not affected by a paeliryon's intoxicating perfume.

Spellcasting. The paeliryon is an 15th-level sorcerer. Its spellcasting ability is Charisma(spell save DC 19, +10 to hit with spell attacks). The paeliryon has 15 sorcery points and knows the following sorcerer spells:

Cantrips (at will): Fire bolt (3d10), Chill touch, Friends, Light, Mage hand, Message

1st level (4 slots): charm person, command

2nd level (3 slots): detect thoughts

3rd level (3 slots): clairvoyance, counterspell, major image

4th level (3 slots): *greater invisibility

5th level (2 slots): hold monster, *antilife shell, scrying

6th level (1 slot): mass suggestion

7th level (1 slot): teleport

8th level (1 slot): mind blank

*The paeliryon casts these spells on itself before combat.

BONUS ACTIONS

Retractable claws. As a bonus action the paeliryon can extend its claws, giving all claw attacks 10-foot reach for a single round.

Quickened Spell. When the paeliryon casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Paeliryon, converted from 3rd edition's Fiendish Codex II

Plant

Genlisea

Huge plant, unaligned

Armor Class 15 (natural)

Hit Points 288 (23d12+138)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	22 (+6)	2 (-4)	8 (-1)	14 (+2)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 15 (13000 xp)

Grasping Leaves. The genlisea can have up to five leaves at a time. Each leaf can be attacked (AC 15, 12 hit points). Destroying a leaf deals half damage to the genlisea. The plant will bring a replacement leaf to bear on its next turn. A leaf can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it.

Grappler. The genlisea has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The genlisea can make five leaf attacks.

Leaf. Melee Weapon Attack: +7 to hit, reach 20ft., one creature. Hit: 14 (2d10 + 3) slashing damage. If the target is Large or smaller, it is grappled (escape DC 18) and pulled up to 20 ft. toward the genlisea.

BONUS ACTIONS

Ingest (recharge 4-6). If a Medium or smaller target that is being grappled by the genlisea is within 5 feet, the plant can make a strength (athletics) check contested by the target's dexterity (acrobatics) or strength (athletics) check (the target chooses the ability to use).

If the genlisea wins the target is sucked inside the corkscrew shaped leaves near the base of the genlisea, and the grapple ends.

The ingested target is blinded and restrained, it has total cover against attacks and other effects outside the corkscrew shaped leaves, and it takes 14 (4d6) acid damage and 10 (4d4) piercing damage at the start of each of the genlisea's turns.

On its turn a target can try to escape by succeeding at a dexterity (acrobatics) or strength (athletics) check DC 18.

The genlisea can have up to two targets ingested at a time.

If the genlisea dies, an ingested creature is no longer restrained by it and can escape from the corkscrew leaves using all of its movement, exiting prone.

*As you swim into this cave, you are confronted by an unexpected sight. A **huge plant** fills most of the interior. Near to its base, are large corkscrew shaped leaves that wave gently in the current. Lashing out at you from in between these leaves are long orange colored appendages, resembling sleek tongues.*

Born from rampant magic, the **shambling mold** is the underdark's version of the shambling mound.

Shambling Mold

Large plant, unaligned

Armor Class 17 (natural)
Hit Points 181 (19d10+76)
Speed 20ft, swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	5 (-3)

Damage Resistance cold, fire
Damage Immunities poison
Condition Immunities blinded, deafened, exhaustion
Skills stealth +3
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages -
Challenge 9 (5000 xp)

Born from Wild Magic. Whenever the shambling mound is in the vicinity of a wild surge, it takes no damage from the spell triggering the surge or the surge itself and regains a number of hit points equal to the 1d10 times the level of the spell triggering the surge.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the shambling mound uses its Engulf on it.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 23 (4d8+5) 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 16 Constitution saving throw at the start of each of the mound's turns or take 23 (5d8) poison damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Tangler

Large plant, neutral

Armor Class 5
Hit Points 124 (13d8+65)
Speed 5 ft.

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

Damage Resistance fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft., passive Perception 8
Languages -
Challenge 4 (1100 xp)

Grasping Tendrils. The tangler can have up to six tendrils at a time. Each tendril can be attacked (AC 5, 10 hit points, resistance to fire damage). Destroying a tendril deals no damage to the tangler, which can bring forth a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

ACTIONS

Multiattack. The Tangler attacks with one tendril per target within 10 feet.

Tendril. Melee Weapon Attack: +3 to hit, reach 10ft., one target. Hit: 10 (4d4) acid damage, and a large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained. While grappling, the tangler doesn't attack. Instead, at the start of each of the tangler's turns it deals automatic damage.

Giant sundews, also known locally as **tanglers**, are found scattered in large fields of heath as well as in places where other plants give them a little bit of shade. They prefer moist ground and are often also found in marshes and bogs. The acidic nature of the peat bog does not bother them, nor does the flame of the fire marshes.

A tangler is a pale green with pink splotches and stripes. It looks like a pile of sticky ropes and rags about three feet in height and diameter. Tanglers detect creatures by sensing vibration through the ground. While giant sundews are generally more intelligent than most normal animals, the local tanglers of the High Moor are even more intelligent. They can recognize certain individuals and members of different species. Local tanglers are not fond of goblins and attack them at any opportunity. They don't seem to have yet made a decision about other kinds of life forms in general, but their predatory nature makes them dangerous to all animal life.

From 2nd Edition's Elminster's Ecologies

Vampire Moss

Small plant, neutral

Armor Class 5 (natural)

Hit Points 14 (3d6+3)

Speed 0 ft.

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

Damage Resistance bludgeoning

Damage Immunities necrotic, cold

Condition Immunities blinded, deafened, frightened

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

Languages -

Challenge 1/8 (25 xp)

False Appearance. The Vampire Moss is undistinguishable from ordinary moss. Once the Vampire Moss begins feeding it turns a brighter shade of green. Intelligence (investigation) DC 13 to discover it's vampiric nature.

ACTIONS

Energy drain. One creature within 30 ft. of the Vampire Moss must make a constitution save DC 13. On a failed save, the creature's hit point maximum is reduced by 3 (1d4). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. The creature's hit point total will be restored after a long rest.

As food grows scarce quaggoths are often forced into cannibalism to survive. Sometimes one of their ranks proves so adept at slaying his kin that it becomes hard for this quaggoth to return to other prey once it becomes available again. Believed to be inhabited by ferocious spirits, these **quaggoth kinslayers** are granted a place of honor among the tribe, despite their crimes.

Quaggoth Kinslayer

Medium humanoid, quaggoth, chaotic evil

Armor Class 14 (natural)

Hit Points 85 (10d8+40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	8 (-1)	8 (-1)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Skills athletics +5, perception +1

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 4 (1100 xp)

Relentless (Recharge 6). If the quaggoth kinslayer takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Wounded Fury. While it has 20 hit points or fewer, the quaggoth kinslayer has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes three claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Vampire moss hangs from trees and branches in marshy or tropical environments, waiting for other creatures to wander past it so that it can feed upon them.

This plant is normally pale green in color, and it grows to a length of 1 to 4 feet. The moss grows in a netlike mass, but it is not as thick as that which grows upon rocks.

From 2nd Editions Monstrous Compendium Annual Volume One

The **Redcap** can be found in Volo's Guide to Monsters.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural)

Hit Points 45 (6d6+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills athletics +6, perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 xp)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

Redd and Keeleni

Large swarm

Armor Class 18 (natural)

Hit Points 210 (28d8+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	15 (+2)	16 (+3)	16 (+3)

Damage Resistance fire, poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Saving Throws Dex +8, Con +8, Wis +8

Skills acrobatics +8, athletics +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 13 (10000 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 medium humanoid.

Eternal Connection. Connected through a magical chain tied at the wrist, Redd and Keeleni share hitpoints and thoughts, allowing them to truly fight as one.

Defensive Force. While protecting their daughter Sophia, Redd and Keeleni focus entirely on defensive action. Every attack made against them is at disadvantage. Their own attacks are at a disadvantage as well. If Redd and Keeleni were to drop to 0 hitpoints, Sophia will be left standing alone in one of the squares previously occupied by the swarm. She has commoner statistics.

ACTIONS

Multiattack. Redd and Keeleni make one longsword and two jambiya attacks against each creature in the swarm's space.

Longsword. Melee Weapon Attack: +10 to hit, reach 0 ft., one target in the swarm's space. Hit: 9 (1d8+5) slashing damage and 13 (3d8) poison damage, or 4 (1d8) slashing damage and 13 (3d8) poison damage if the swarm has half of its hit points or fewer.

Jambiya. Melee Weapon Attack: +10 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (1d4+5) slashing damage, or 2 (1d4) slashing damage if the swarm has half of its hit points or fewer.

BONUS ACTIONS

Dirt (recharge on 5-6). Redd throws a handful of powdered basilisk scale into the eyes of one target within 5 ft. The target must make a DC 18 Dexterity saving throw or be blinded for 1d6 rounds.

Leap (recharge on 5-6). Redd launches Keeleni into an acrobatic leap, past or over their enemies. Landing 60 feet further, Keeleni calls upon the power of the chain tying them together to pull Redd (and Sophia) towards her. This ability provokes no attacks of opportunity.

REACTIONS

Parry. Keeleni adds 4 to Redd and Keeleni's AC against one melee attack that would hit the swarm. To do so, she must see the attacker and be wielding a melee weapon.

The devil takes his time, smiling wickedly at the confusion in her eyes: "A little bird, told me a little rumor... he told me, you were entertaining the notion of... love.... Now isn't that... preposterous, my dear Keeleni..."

As Keeleni works her way through some stammered denials, Gofur, the bloated imp, flies into the Atrium, landing clumsily on a golden mermaid statue: "It is true your greatness, look at the chain appearing at her wrist... it is proof!"

*Laughing loudly the pit fiend grabs Keeleni by the wrist, and tugs hard on the chain. Back in Keeleni's quarters **Reddererr Vharcane** is yanked of his feet and disappears into the mirror.*

The girl you just saved from the grasp of the devil Nel, throws herself at your feet screaming wildly: "Please! Please, help my parents!"

Sea Spawn

Sea Spawn <i>Medium humanoid, neutral evil</i>					
Armor Class 11 (natural) Hit Points 32 (5d8+10) Speed 20ft, sw im 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)
Senses darkvision 120 ft., passive Perception 10 Languages understands Aquan and Common but can't speak Challenge 1 (200 xp)					
Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.					
Piscine Anatomy. Sea spawn are anatomically diverse. Choose which attack option the sea spawn has from the options below.					
ACTIONS					
Multiaction. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.					
Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.					
Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:					
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.					
Poison Quills. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d6) poison 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.					
Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.					

When Agelong started to build his domain in the Undermoor, the neogi provided him with the necessary slave force. These workers were predominantly humans who were kidnapped from the world above. These simple but strong-willed tribesmen proved harder to control than expected. When the neogi mind control abilities proved insufficient, Agelong took the strongest of the slaves and turned them into **sea spawn**. They became an army to regulate the work, protect the kraken, and carry out its iron will whenever it needed them to.

Sea spawn come in **various shapes and sizes**, but they all have aquatic traits, such as gills, fins, or tentacles. A lot of them still show signs of a previous life, such as tribal tattoos and scraps of clothing common on the High Moor.

Sea spawn are mute, their vocal cords changed in such a way that they cannot produce language anymore. They are however still capable of understanding.

Among the sea spawn there are those who were especially favored by their patron. These are the task masters. They are sea spawn that were given limited magical ability. They are also able to communicate telepathically, which makes them able to dole out assignments to the slaves and provide detailed instruction to fellow sea spawn.

Sea Spawn can be found in Volo's Guide to Monsters.

Sea Spawn Juggernaut

Large humanoid, neutral evil

Armor Class 14 (natural)
Hit Points 124 (13d10+52)
Speed 20ft, sw im 30 ft.

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

Senses darkvision 120 ft., passive Perception 9
Languages understands Aquan and Common but cannot speak
Challenge 5 (1800 xp)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Piscine Anatomy. Warped through the Agelong's magic, this sea spawn has developed features reminiscent of a hammerhead shark. True to its name the juggernaut will often break from combat to rush back in, bringing its terrible charge to bear.

ACTIONS

Multiattack. The sea spawn juggernaut can make three attacks: two attack with its fists and one with its hammerhead charge.

Fist. Melee: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Hammerhead Charge. Melee Weapon Attack: +7 to hit, one creature. Hit: 15 (2d10+4) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned for one round. To use its hammerhead charge the juggernaut must be able to move at least ten feet in a straight line before attacking its target.

Sea Spawn Task Master

Medium humanoid, neutral evil

Armor Class 16 (natural)
Hit Points 78 (12d8+24)
Speed 20ft, sw im 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Senses darkvision 120 ft., passive Perception 11
Languages understands Aquan and Common but can't speak, telepathic communication up to 30 ft.
Challenge 4 (1100 xp)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Kraken's Sight. The task master can see normally in darkness, both magical and nonmagical, up to a distance of 120 feet. The task master isn't affected by its own Ink Cloud ability.

Piscine Anatomy. Warped through the Agelong's magic, this sea spawn has developed features reminiscent of a giant squid. Its arms and face are covered by what looks like suction cups and its eyes are milky white, suggesting it is blind. These adjustments allow the task master to summon a dark cloud of black ink when threatened, without being hampered by it in the least.

ACTIONS

Multiattack. The sea spawn task master makes three attacks with its pact blades.

Pact blade. Melee: +6 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) piercing damage.

Spellcasting. The task master's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): Eldritch blast, mage hand, minor illusion.
Cast at 4th level (2 slots): Arms of Hadar, crown of madness, counterspell, dimension door, blight.

BONUS ACTIONS

Ink Cloud (recharge 6). When feeling threatened the task master can use a bonus action to spew forth a cloud of pitch black ink. The cloud spreads in a 15-foot-radius sphere centered on the task master and spreads around corners. A creature with darkvision can't see through this cloud, and no light source, magical or otherwise, can illuminate it. The ink cloud persists until the start of the task master's next turn. This ability only works when the task master is in water.

REACTIONS

Entropic Ward (recharge 6). The task master can magically ward itself against attack and knows how to turn an enemy's failed strike into good luck for itself. When a creature makes an attack roll against it, it can use its reaction to impose disadvantage on that roll. If the attack misses, the task master's next attack roll against the creature has advantage if the attack is made before the end of its next turn.

Sea Spawn Temple Guard

Medium humanoid, lawful evil

Armor Class 20 (natural)

Hit Points 136 (16d8+64)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 6 (2300 xp)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Piscine Anatomy. Warped through the Agelong's magic, this sea spawn has developed features reminiscent of a stonefish. On top of rock-hard skin, this sea spawn has needle-like dorsal fin spines which stick up when disturbed or threatened. Dripping with poison these dorsal spines are easily brought to bear against anyone attacking the sea spawn temple guard.

ACTIONS

Multiattack. The sea spawn makes two attacks with its halberd,

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

REACTIONS

Dorsal Spine. When attacked in melee and as a reaction the sea spawn temple guard can bring his dorsal spine to bear, wounding and poisoning the attacker. Melee Weapon Attack: +7 to hit, reach 5 ft., one target attacking the temple guard. Hit: 7 (1d6+4) piercing damage and 11 (3d6) poison damage.

Sea Spawn Trident

Medium humanoid, neutral evil

Armor Class 15 (natural)

Hit Points 52 (8d8+16)

Speed 20ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	8 (-1)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 3 (700 xp)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Piscine Anatomy. Warped through the Agelong's magic, this sea spawn has developed features reminiscent of an archer fish. Its lips are pouting in an exaggerated way and its arms are covered in scales with small fins at the joints. These adjustments allow the trident to shoot a stream of water out of its mouth to knock its prey over.

ACTIONS

Multiattack. The sea spawn makes three attacks: two attacks with its trident and one with its water jet.

Trident. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 3) piercing damage, or 8 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Water jet. Ranged Weapon Attack: +6 to hit, range 15/30 ft., one creature. Hit: 17 (4d6+3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Sellsword Wizard

Medium humanoid, lawful evil

Armor Class 15 (natural)

Hit Points 33 (6d6+12)

Speed 30 ft.

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

Saving Throws Dex +4, Con +4, Wis +1

Skills perception +1, arcana +5

Senses passive Perception 11

Languages Common

Challenge 2 (450 xp)

ACTIONS

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

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

Cantrips (at will): poison spray, minor illusion, shocking grasp

1st level (4 slots): mage armor, feather fall, fog cloud, tasha's hideous laughter, magic missile

2nd level (3 slots): cloud of daggers, suggestion

3rd level (2 slots): counterspell, fly, slow

During the siege of Loudwater (Chapter V) the adventurers will be called upon to man the walls alongside the defenders of the besieged town. Here they will face wave upon wave of assailants trying to breach Loudwater's defences. Each day they will have the possibility to choose a specific section of the wall to defend. They will make this choice based on the information available to them.

Depending on the composition of the adventuring party, some groups will find this type of prolonged battle easy, while others have a harder time.

To give you, the DM, the possibility to spice things up when necessary, I've included 'specialists' attached to the attacking regiments. These specialists, such as the **Sellsword Wizard** and the **Duergar Norothor**, are designed to be used in a support role. They are not intended to be damage dealers. They are also not intended to turn the players' victory into a defeat. Typically, it will suffice for these specialists to enter the battle, cast a few spells and leave again. The Norothor with its invisibility and the sellsword wizard with its fly spell are extremely suited for this role.

Additionally, these specialists can be used to add roleplay to the combat of the siege. A wizard that enters the battle while flying, casts a counterspell to thwart the party's wizard and then casts a slow spell affecting the barbarian and the fighter, before leaving, will be remembered when he enters the battle the next day. Such a wizard might develop a personality, trade verbal barbs with the players and become someone they develop a certain hostility towards. This in turn opens a lot of venues for engaging the players emotionally.

Skeleton

Skeletal Cyclops

Huge undead, lawful evil

Armor Class 12 (natural)

Hit Points 126 (12d12+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	6 (-2)	4 (-3)	4 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Saving Throws Str +9

Senses darkvision 60 ft., passive Perception 7

Languages Giant but can't speak

Challenge 5 (1800 xp)

ACTIONS

Multiattack. The skeletal cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

The Urdunnirin were a long-forgotten dwarven race. Urdunnirin were mainly found in the deepest recesses of the Underdark. Their name meant "orecutter" in the urdunnir dialect of Dwarven. This specific specimen seems past its expiration date.

Skeletal Urdunnir

Medium undead dwarf, lawful evil

Armor Class 16 (armor scraps and stone shield)

Hit Points 113 (15d8+45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	17 (+3)	6 (-2)	8 (-1)	3 (-4)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Saving Throws Con +5

Senses darkvision 60 ft., passive Perception 9

Languages Common and Dwarven but can't speak

Challenge 3 (700 xp)

Stone Walk. Urdunnirin are able to walk through solid earth and stone at will. They retain this ability in their undead state.

ACTIONS

Multiattack. The skeletal urdunnir attacks twice with its battleaxe.

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

Stern Anvilsplitter

Medium humanoid, mountain dwarf, Cleric of Moradin

Armor Class 18 (Chain mail and shield)

Hit Points 38 (5d8+15)

Speed 25 ft.

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

Damage Resistance poison

Saving Throws Wis +6, Cha +5

Skills perception +6, religion +9, insight +6, history +7, medicine +6, smith's tools +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dw arven, Elven, Giant

Challenge 3 (700 xp)

Dwarven Resilience. Stern has advantage on saving throw s against poison

Stonewalker. Stern is the heir to one of the magical battleaxes previously w ielded by his famous grandfather, Grom Anvilsplitter. For combat purposes Stonew alker handles like a +2 battleaxe.

ACTIONS

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

Spellcasting. Stern is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit w ith spell attacks). Stern know s the follow ing spells:

Cantrips: Light, resistance, sacred flame, thaumaturgy
1st level (4 spell slots): Command, healing w ord, cure w ounds, identify
2nd level (3 spell slots): Silence, hold person, spiritual w eapon, suggestion, augury
3rd level (2 spell slots): Nondetection, speak w ith dead, daylight, mass healing w ord

BONUS ACTIONS

Stern will typically start combat by casting spiritual weapon as a bonus action and as a 3rd level spell. (2d8+3 damage).

Stone Walk (Recharge 6). As a bonus action and w hen w ielding Stonew alker, Stern can dissapear into the stone at his current location and reappear at a location 60 ft. from his point of origin and w ithin line of sight. Both locations must be connected by an uninterrupted stone surface for this to w ork.

*Grom's Bounty is led by Elder Kromdir Anvilsplitter, son of the deceased hero Grom Anvilsplitter, father of **Stern Anvilsplitter**, grandfather to Gromson Anvilsplitter.*

Both Kromdir and Stern are clerics of Moradin, Gromson is a skilled blacksmith, specializing in dwarven armor. He is one of the dwarves kidnapped by the Five Dragon mercenaries.

Stone Giant Shaman

Huge giant, chaotic neutral

Armor Class 17 (natural)

Hit Points 74 (7d12+28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	15 (+2)	12 (+1)

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

Skills perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 5 (1800 xp)

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

ACTIONS

Multiattack. The giant makes tw o greatclub attacks.

Greatclub. Melee Weapon Attack: +7 to hit, reach 15ft., one target. Hit: 11 (2d8 + 4) bludgeoning damage.

Spellcasting. The stone giant shaman is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit w ith spell attacks). The shaman has the follow ing spells prepared:

Cantrips (at will): guidance, druidcraft
1st level (4 slots): cure w ounds, entangle, fog cloud, thunderw ave, jump
2nd level (3 slots): flaming sphere, prayer of healing
3rd level (2 slots): protection from energy, sleet storm.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can catch the missile and take no bludgeoning damage from it, by succeeding at a successful DC 10 Dexterity saving throw .

Striped Catfish

Large beast, unaligned

Armor Class 16 (natural)

Hit Points 113 (15d10+30)

Speed 0 ft., swim 40 ft.

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

Skills perception +3

Senses darkvision 120 ft., blindsight 30 ft., passive Perception 15

Languages Common

Challenge 4 (1100 xp)

Electroreception. The extraordinary sensory abilities of the striped catfish allow it heightened perception and the ability to detect other creatures in complete darkness.

Water Breathing. The striped catfish can breathe only underwater.

Poisonous fin rays. A creature that touches the catfish or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

ACTIONS

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

Troll, Two-Headed

Large giant, chaotic evil

Armor Class 15 (natural)

Hit Points 105 (10d10+50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2300 xp)

Two Heads. The two-headed troll 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 two-headed troll's heads is asleep, the other head is awake.

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

ACTIONS

Multiattack. The troll makes four attacks: two with its bite and two with its claws. Both bite attacks need to be aimed at the same target.

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.

These seven-foot long catfish burrow in the soft lakebed waiting until their electrosensitive cells warn them of approaching prey.

They have rigid and hollow pectoral fin spines, making it incredibly dangerous for the unwary adventurer to approach **the striped catfish** in his own domain.

Two-Headed Troll, Converted from 2nd Edition's Monstrous Manual

Undead Yuan-Ti

Abomination Skeleton

Large undead, lawful evil

Armor Class 14 (natural)

Hit Points 77 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (-2)	8 (-1)	7 (-2)

Damage vulnerabilities bludgeoning

Senses darkvision 60 ft., passive Perception 9

Languages understands Common, Draconic and Sarrukhar, but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The abomination skeleton makes two attacks with its claws.

Claw. Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Foreseeing the coming war with Jazirian, its sibling god, Merrshaulk spread several artifacts among his followers ordering them to keep the items safe. These artifacts are akin to phylacteries in that they contain part of the essence of Merrshaulk and will allow him to be resurrected if slain.

One of these artifacts was kept in the Temple of the Fang in the lower levels of the Ziggurat. Since Jazirian never succeeded the artifacts went unused and were all but forgotten.

After the invasion of the couatl, five score loyal yuan-ti stayed in the Ziggurat to guard the artifact. Eventually however, disagreement between the faithful of Merrshaulk and more independent yuan-ti, who had grown accustomed to being free from sarrukh leadership, caused a fatal clash between both factions. The loyalists were slaughtered and left behind with their artifact, while the dissenters left the Ziggurat to pursue their own goals.

Over time the necromantic energies stored in the works of the sarrukh **raised the loyalist yuan-ti from the dead**, but left them wandering without purpose.

Malison Wight

Medium undead, lawful evil

Armor Class 14 (leather)

Hit Points 90 (12d8+36)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Skills deception +6, stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Sarrukhar

Challenge 5 (1800 xp)

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

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

ACTIONS

Multiattack. The malison wight makes three attacks with its scimitars. It can use one life drain attack instead of one of these scimitar attacks.

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

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) 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. 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 pureblood wight can have no more than twelve zombies under its control at one time.

Spellcasting The Malison Wight is a 3rd level spellcaster. Its spellcasting ability is Charisma (Spell save DC 14, +6 to hit with spell attacks). The Malison Wight knows the following spells:

Cantrip (at will): Poison spray

1st level spells (4 slots): Bane, ray of sickness

2nd level spells (2 slots): Phantasmal force

Innate spellcasting (spell save DC 14):

At will: Animal friendship (snakes only)

3/day: Suggestion

Pureblood Wight

Medium undead, lawful evil

Armor Class 13

Hit Points 59 (9d8+18)

Speed 30 ft.

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

Damage Resistance necrotic, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered.

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Skills deception +7, perception +7, stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Sarrukhar

Challenge 3 (700 xp)

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

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

ACTIONS

Multiattack. The pureblood wight makes two scimitar attacks. It can use life drain instead of one scimitar attack.

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

Life Drain. Melee Weapon Attack: +5 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 pureblood wight can have no more than twelve zombies under its control at one time.

Innate Spellcasting. The Pureblood wights spellcasting ability is charisma (Spell save DC 13). It can innately cast following the following spells, requiring no material components:

At will: animal friendship (snakes only)
3/day each: poison spray, suggestion.

Underdark Trader

Medium humanoid, any applicable race, unaligned

Armor Class 15 (natural)

Hit Points 105 (14d8+42)

Speed 30 ft.

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

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

Skills persuasion +9, stealth +5, perception +5, Survival +5

Senses darkvision 120 ft., passive Perception 15

Languages Undercommon and one other

Challenge 5 (1800 xp)

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

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

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

Sneak Attack (1/Turn). The underdark trader 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 feet of an ally of the underdark trader that isn't incapacitated and the underdark trader doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The underdark trader makes two dagger attacks.

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

Will-o'-Deep

Tiny undead, chaotic evil

Armor Class 21 (natural)

Hit Points 81 (18d4+36)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	32 (+11)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Damage Vulnerability radiant

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 120 ft., passive Perception 10

Languages the languages it knew in life

Challenge 7 (2900 xp)

Consume Life. As a bonus action, the will-o'-deep can target one creature it can see within 5 feet of it that as 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'-deep regains 35 (10d6) hit points.

Ephemeral. The will-o'-deep can't wear or carry anything.

Incorporeal Movement. The will-o'-deep 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'-deep sheds bright light in a 5- to 60-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-deep can alter the radius as a bonus action.

ACTIONS

Multiattack. The will-o'-deep makes three shock attacks.

Shock. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (3d8) lightning damage.

Invisibility. The will-o'-deep and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

Coming around the bend, you hear the harsh sound of two people speaking undercommon. The tone of their voice is relaxed and from the smoke in the air, you judge they have made camp just out of sight.

Xorn

Grandfather Xorn

Huge elemental, neutral

Armor Class 22 (natural)

Hit Points 122 (9d12+63)

Speed 20ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	25 (+7)	12 (+1)	14 (+2)	14 (+2)

Damage Resistance piercing and slashing from non magical weapons that aren't adamantine

Skills perception +10, stealth +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 20

Languages Terran

Challenge 10 (5900 xp)

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

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 16 (2d10+5) slashing damage.

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

Yuan-Ti

Yuan-Ti Brood Guard

Medium humanoid, yuan-ti, neutral Evil

Armor Class 14 (natural)

Hit Points 45 (7d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

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

Skills perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 2 (450 xp)

Mental Resistance. The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless. At the start of its turn, the broodguard 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

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

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

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

The **Yuan-Ti Brood Guard** can be found in Volo's Guide to Monsters.