Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

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

Spy

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8 + 0)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) piercing damage.

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Druid

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic plus any two languages
Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack*: +2 to hit (+4 to hit with shillelagh), reach 5 ft. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Sahuagin Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3
Senses darkvision 120 ft., passive Perception 16
Languages Sahuagin
Challenge 2 (450 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

3rd level (3 slots): *mass healing word, tongues*

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

Animated Armor

Medium construct, unaligned

Armor Class 18
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

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 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Half-Ogre

Large giant, any chaotic alignment

Armor Class 12 (hide armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (–2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 17
Languages Common, Giant
Challenge 1 (200 XP)

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Gore. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Rug of Smothering

Large construct, unaligned

Armor Class 12
Hit Points 33 (6d10 + 0)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

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

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

Actions

Smother. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

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

Actions

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

Light Crossbow. *Ranged Weapon Attack*: +3 to hit, range 80 ft./320 ft. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Night Blade

Medium humanoid (human), chaotic evil

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Intimidation +4, Stealth +6
Senses Darkvision 60, Passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Aura of Murder. As long as the night blade is not incapacitated, hostile creatures within 5 feet of it gain vulnerability to piercing damage unless they have resistance or immunity to such damage.

Actions

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

Necromite of Myrkul

Medium humanoid (human), neutral evil

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Arcana +5, Religion +5
Senses passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 1/2 (100 XP)

Actions

Skull Flail. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 4 (1d8) bludgeoning damage.

Claws of the Grave. *Ranged Spell Attack:* +5 to hit, range 90 ft. *Hit:* 8 (2d4 + 3) necrotic damage.

Imp

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical/nonsilver
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. The imp can see in magical darkness.

Magic Resistance. The imp has advantage on savesagainst spells and other magical effects.

Actions

Sting. *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Iron Consul

Medium humanoid (human), lawful evil

Armor Class 16 (chain mail)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+2)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Wis +4
**Skills Intimidation +5, Perception +4
Condition Immunities Frightened
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Tactical Discipline. The iron consul has advantage on all ability checks and saving throws made during combat.

Actions

Multiattack. The iron consul makes one attack with its spear and can use its Voice of Command ability.

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

Voice of Command. The iron consul selects up to two allies within 90 feet of it that can hear its commands. Each ally can immediately use its reaction to make one melee attack.

Klim (Noble)

Medium humanoid (human), neutral evil

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

Actions

Unarmed Attack. *Melee Weapon Attack*: +2 to hit, reach 5 ft. *Hit:* 1 bludgeoning damage.

Fist of Bane

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+2)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities Frightened
Senses passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Tactical Discipline. The fist of Bane has advantage on all ability checks and saving throws made during combat.

Actions

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

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

Flying Sword

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 17 (5d6 + 0)
Speed 0 ft., fly 50 ft. It can hover.

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 7
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

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

DotDD – D13

Swarm of Skeletal Rats

Medium swarm of tiny undead, unaligned

Armor Class 10
Hit Points 24 (7d8 – 7)
Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

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

DotDD - D14

Rat

Tiny beast, unaligned

Armor Class 10
Hit Points 1 (1d4 – 1)
Speed 20 ft.

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

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 0 (10 XP)

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

Actions

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

Master of Souls

Medium humanoid (human), neutral evil

Armor Class 12
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	19 (+4)	14 (+2)	13 (+1)

Saving Throws Wis +4
Skills Arcana +6, Religion +6
Senses passive Perception 12
Languages Abyssal, Common, Infernal
Challenge 4 (1,100 XP)

Grave Magic. When the master of souls cast a spell that deals damage, it can change the spell's damage type to necrotic.

Spellcasting. The master of souls is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see "Actions" below), *mage hand, message, prestidigitation*

1st level (4 slots): *burning hands, detect magic, ray of sickness* (see "Actions" below), *shield*

2nd level (3 slots): *darkness, misty step, scorching ray* (see "Actions" below)

3rd level (2 slots): *animate dead, fireball*

Actions

Multiattack. The master of souls attacks twice with its flail.

Silvered Skull Flail. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 4 (1d8) bludgeoning damage plus 14 (4d6) necrotic damage, and the target has disadvantage on all saving throws until the end of the master of souls' next turn.

Chill Touch (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft. *Hit:* 13 (2d8) necrotic damage, and the target can't regain hit points until the start of the master of souls' next turn. If the target is undead, it has disadvantage on attack rolls against the master of souls for the same duration.

Ray of Sickness (1st-Level Spell; Requires a Spell Slot). *Ranged Spell Attack:* +6 to hit, range 60 ft. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the master of souls' next turn. If the master of souls casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Scorching Ray (2nd-Level Spell; Requires a Spell Slot). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target per ray (3 rays if a 2nd-level spell slot is used, 4 rays if a 3rd-level spell slot is used). *Hit:* 7 (2d6) fire damage per ray.

DotDD – D17

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP)

Actions

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

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

DotDD – D21

Zombie

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

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

Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP)

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

Actions

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

DotDD – D23

Fist of Bane

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+2)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities Frightened
Senses passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Tactical Discipline. The fist of Bane has advantage on all ability checks and saving throws made during combat.

Actions

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

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

Reaper of Bhaal

Medium humanoid (human), chaotic evil

Armor Class 15
Hit Points 27 (5d8 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	13 (+1)	15 (+2)	12 (+1)	16 (+3)

Skills Intimidation +5, Perception +3, Persuasion +5, Stealth +9
Senses Darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450 XP)

Aura of Murder. As long as the reaper is not incapacitated, hostile creatures within 5 feet of it gain vulnerability to piercing damage unless they have resistance or immunity to such damage.

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

1/day each: *charm person, disguise self, sanctuary*

Actions

Multiattack. The reaper makes two dagger attacks and uses Shroud Self.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d4 + 5) piercing damage.

Shroud Self. The reaper magically turns invisible until the start of its next turn. This invisibility ends if the reaper makes an attack roll, makes a damage roll, or casts a spell.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP)

Actions

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

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

Mortlock Vanthampur

Medium humanoid (human), lawful evil

Armor Class 12
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+8)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +6, Intimidation +5
Senses passive Perception 11
Languages Common
Challenge 3 (700 XP)

Indomitable (2/day). Mortlock can reroll a saving throw that he fails. He must use the new roll.

Actions

Multiattack. Mortlock makes two attacks with his greatclub.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (2d4 + 4) bludgeoning damage, plus 5 (2d4) bludgeoning damage if Mortlock has taken any damage since his last turn.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft. *Hit:* 7 (1d10 + 2) piercing damage.

Death's Head of Bhaal

Medium humanoid (human), chaotic evil

Armor Class 15
Hit Points 76 (8d8 + 40)
Speed 50 ft.

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

Skills Intimidation +6, Perception +4, Persuasion +6, Stealth +11
Senses Darkvision 60 ft., passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Aura of Murder. As long as the death's head is not incapacitated, hostile creatures within 5 feet of it gain vulnerability to piercing damage unless they have resistance or immunity to such damage.

Magic Resistance. The death's head has advantage on saving throws against spells and other magical effects.

###Actions ***Multiattack.*** The death's head uses Stunning Gaze and makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d4 + 5) piercing damage.

Stunning Gaze. The death's head targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be stunned until the end of its next turn.

Reactions

Unstoppable (3/Day). The death's head reduces the damage it takes from an attack to 0.

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather)
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

Actions

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

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) piercing damage.

Kenku

Medium humanoid (kenku), chaotic neutral

Armor Class 13
Hit Points 13 (3d8 + 0)
Speed 30 ft.

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

Skills Deception +4, Perception +2, Stealth +5
Senses passive Perception 12
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1/4 (50 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

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

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

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)
Hit Points 13 (3d8 + 0)
Speed 30 ft.

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

Skills Perception +2, Stealth +4
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 1/4 (50 XP)

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

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

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

Actions

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

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Duergar

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Flying Dagger

Tiny construct, unaligned

Armor Class 17 (natural armor)
Hit Points 7 (3d4)
Speed 0 ft., fly 50 ft. It can hover.

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/8 (25 XP)

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

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

Actions

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

Imp

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical/nonsilver
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. The imp can see in magical darkness.

Magic Resistance. The imp has advantage on savesagainst spells and other magical effects.

Actions

Sting. *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) piercing damage.

Amrik Vanthampur

Medium humanoid (human), lwaful evil

Armor Class 17 (leather armor, Charisma modifier)
Hit Points 66 (6d8 + 12)
Speed 30 ft.

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

Skills Acrobatics +6, Athletics +3, Deception +6, Insight +6
Senses passive Perception 12
Languages Common, Infernal
Challenge 3 (700 XP)

Suave Defense. While Amrik is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Actions

Multiattack. Amrik makes three dagger attacks. ***Dagger.**** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d4 + 4) piercing damage.

Smoke Bomb (1/Day). Amrik hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of Amrik's next turn.

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (–1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 2 (450 XP)

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

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

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Imp

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Guard

Medium humanoid (human), lawful evil

Armor Class 16
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

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

Thurstwell Vanthampur

Medium humanoid (human), lawful evil

Armor Class 9
Hit Points 5 (2d8 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	6 (-2)	15 (+2)	17 (+3)	12 (+1)

Skills Deception +3, Insight +5, Perception +5, Religion +4
Senses passive Perception 15
Languages Common, Elvish, Infernal
Challenge 1/8 (25 XP)

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

Spellcasting. Thurstwell is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame* (see "Actions" below), *thaumaturgy*

1st level (3 slots): *command, detect evil and good, sanctuary*

Actions

Sacred Flame (Cantrip). Flame-like radiance descends on one creature Thurstwell can see within 60 feet of him. The target must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) radiant damage, gaining no benefit from cover.

Helmed Horror

Medium construct, neutral

Armor Class 20 (plate, shield)
Hit Points 50 (8d8 + 24)
Speed 30 ft., fly 30 ft.

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

Skills Perception +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Damage Immunities force, necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Imp

Tiny fiend (devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (–1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 2 (450 XP)

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

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

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Cultist

Medium humanoid (any race), lawful evil

Armor Class 12
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

Actions

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

Cult Fanatic

Medium humanoid (any race), lawful evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): *command, inflict wounds, shield of faith*

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Cultist

Medium humanoid (any race), lawful evil

Armor Class 12
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

Actions

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

Thalamra Vanthampur

Medium humanoid (human), lawful evil

Armor Class 10
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	13 (+1)	16 (+3)	18 (+4)

Skills Deception +6, Insight +5, Intimidation +6, Religion +3
Senses Darkvision 120 ft., Passive Perception 13
Languages Common, Infernal
Challenge 4 (1,100 XP)

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

Devil's Sight. Thalamra can see normally in both magical and nonmagical darkness out to 120 ft.

Actions

Multiattack. Thalamra uses eldritch blast twice or makes two unarmed strikes.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft. *Hit:* 9 (1d10 + 4) force damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 4 bludgeoning damage.

Reactions

Hellish Rebuke (1st-Level Spell; 2/Day). When Thalamra is damaged by a creature within 60 feet of her that she can see, the creature that damaged her is engulfed in hellish flames and must make a DC 14 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Barbed Devil

Medium fiend (devil), lawful evil

Armor Class 15
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5
Skills Deception +5, Insight +5, Perception +8
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Infernal, telepathy 120 ft.
Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

Actions

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

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

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

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breast plate)
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Spy

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8 + 0)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Str +5, Con +4, Wis +2
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 3 (700 XP)

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

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Cultist

Medium humanoid (any race), lawful evil

Armor Class 12
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

Actions

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

Cult Fanatic

Medium humanoid (any race), lawful evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): *command, inflict wounds, shield of faith*

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Thavius Kreeg

Medium humanoid (human), lwaful evil

Armor Class 10
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	15 (+2)	18 (+4)	16 (+3)

Skills Deception +5, Medicine +6, Persuasion +5, Religion +4
Senses passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 1/2 (100 XP)

Shadow of Guilt. Thavius's shadow is that of a pudgy, horned devil with small wings.

Actions

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

Cambion

Medium fiend, any alignment

Armor Class 19 (scale mail)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 60 ft.

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

Saving Throws Str +7, Con +6, Int +5, Cha +6
Skills Deception +6, Intimidation +6, Perception +4, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 5 (1800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *alter self*, *command*, *detect magic* 1/day: *plane shift* (self only)

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120ft. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Hollyphant

Small celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Dex +3, Con +4, Cha +6
Damage Resistances Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Passive Perception 14
Languages Celestial, Telepathy 120 ft.
Challenge 5 (1,800 XP)

Aura of Invulnerability. An invisible aura forms a 10-foot-radius sphere around the hollyphant for as long as it lives. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. The hollyphant can use an action to suppress this trait until its concentration ends (as if concentrating on a spell).

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

At will: *light*

2/day each: *bless, cure wounds, protection from evil and good*

1/day each: *banishment, heal, raise dead, shapechange* (into a golden-furred mammoth with feathered wings and a flying speed of 120 ft.), *teleport* (with no chance of error)

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

Actions

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

Trumpet (3/Day). The hollyphant blows air through its trunk, creating a trumpet sound that can be heard out to a range of 600 feet. The trumpet also creates a 30-foot cone of energy that has one of the following effects, chosen by the hollyphant:

Trumpet of Blasting. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 35 (10d6) thunder damage.

Trumpet of Sparkles. Creatures in the cone must make a DC 14 Constitution saving throw, taking 22 (4d8 + 4) radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.