Chapter 2: Encounter Sheets

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Arveiaturace

Arveiaturace

Gargantuan dragon, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +6, CON +14, WIS +7, CHA +8
Skills Perception +13, Stealth +6
Damage Immunities Cold
Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 23
Languages Common, Draconic
Challenge 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold 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 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Awakened Beast

Polar Bear

Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Saber-Toothed Tiger

Large beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses Passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Owl

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 60 ft.

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

Skills Perception +3, Stealth +3
Senses Darkvision 120 ft., Passive Perception 13
Languages —
Challenge 0 (10 XP)

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

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

Actions

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

Wolf

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

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

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

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

Fox

Tiny beast, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft., burrow 5 ft.

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

Skills Perception +3, Stealth +5
Senses Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 0 (10 XP)

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

Actions

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

Elk

Large beast, unaligned

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 50 ft.

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

Senses Passive Perception 10
Languages —
Challenge 1/4 (50 XP)

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

Actions

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

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

Rhinoceros

Large beast, unaligned

Armor Class 11
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11
Languages —
Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Hare

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +5
Senses Passive Perception 12
Languages —
Challenge 0 (10 XP)

Escape. The hare can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Battlehammer Dwarves, Chardalyn Berserkers & Chwinga

Scout (Battlehammer Dwarf)

Medium humanoid (dwarf), lawful good

Armor Class 13 (Leather Armor)
Hit Points 16 (3d8 + 3)
Speed 25 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Damage Resistances Poison
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison and resistance against poison damage.

Actions

Multiattack. The dwarf makes two melee attacks or two ranged attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6 + 0) piercing damage.

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

Chardalyn Berserker

Medium fiend, chaotic evil

Armor Class 13 (Hide Armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Survival +4
Senses Passive Perception 10
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Chardalyn Madness. The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The berserker attacks three times with a melee weapon.

Chardalyn Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Chardalyn Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Chwinga

Tiny elemental, neutral

Armor Class 15
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7
Senses Blindsight 60 ft., Passive Perception 17
Languages —
Challenge 0 (10 XP)

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity 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.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

- At will: *druidcraft, guidance, pass without trace, resistance*

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

Actions

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See the Dungeon Master's Guide for information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed..

Crag Cat

Crag Cat

Large Monstrosity, unaligned

Armor Class 13
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft., Passive Perception 14
Languages —
Challenge 1 (200 XP)

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

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

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

Coldlight Walker

Coldlight Walker

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws INT +2, WIS +3
Damage Immunities Cold
Condition Immunities Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

Icy Doom. Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Unusual Nature. The walker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The walker makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

Cold Ray. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.

Frost Druid & Friends

Frost druid

Medium humanoid (human), evil

Armor Class 13 (Hide Armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., 40 ft. (wolf form only) , burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

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

Saving Throws INT +3, WIS +6
Skills Nature +3, Perception +6, Survival +6
Damage Resistances Cold
Senses Darkvision 60ft. (beast form only), Passive Perception 16
Languages Common, Druidic
Challenge 5 (1,800 XP)

Spellcasting (Humanoid Form Only). The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, resistance*
- 1st level (4 slots): *animal friendship, fog cloud, speak with animals*
- 2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
- 3rd level (3 slots): *conjure animals, sleet storm, wind wall*
- 4th level (3 slots): *hallucinatory terrain, ice storm*
- 5th level (1 slot): *awaken*

Actions

Multiattack. The druid makes two melee attacks.

Ice Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

Maul (Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Change Shape. The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

Walrus

Large beast, unaligned

Armor Class 9
Hit Points 22 (3d10 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Senses Passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Hold Breath. The walrus can hold its breath for 10 minutes.

Actions

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

Elk

Large beast, unaligned

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 50 ft.

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

Senses Passive Perception 10
Languages —
Challenge 1/4 (50 XP)

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

Actions

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

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

Awakened Tree

Huge plant, unaligned

Armor Class 13 (Natural Armor)
Hit Points 59 (7d12 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities Fire
Damage Resistances Bludgeoning, Piercing
Senses Passive Perception 10
Languages One language known by its creator
Challenge 2 (450 XP)

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

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Mountain Goat

Medium beast, unaligned

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 40 ft., climb 30 ft.

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

Senses Passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Actions

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

Frost Giant Riding a Mammoth

Frost Giant

Huge giant, neutral evil

Armor Class 15 (Patchwork Armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws CON +8, WIS +3, CHA +4
Skills Athletics +9, Perception +3
Damage Immunities Cold
Senses Passive Perception 13
Languages Giant
Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Mammoth

Huge beast, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage

Goliath Party

Goliath Warrior

Medium humanoid (goliath), any alignment

Armor Class 12 (Hide Armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Skills Athletics +6, Perception +4, Survival +4
Damage Resistances Cold
Senses Passive Perception 14
Languages Common, Giant
Challenge 3 (700 XP)

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Gnolls

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Hide Armor, Shield)
Hit Points 22 (5d8)
Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10
Languages Gnoll
Challenge 1/2 (100 XP)

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

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Goliath Werebear

Goliath Werebear

Medium humanoid (goliath, shapechanger), neutral good

Armor Class 10 In Humanoid Form, 12 (Natural Armor) In Bear Or Hybrid Form
Hit Points 161 (19d8 + 76)
Speed 30 ft., (40 ft., swim 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +8, Perception +8, Survival +5
Damage Vulnerabilities Fire
Damage Resistances Cold
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Passive Perception 18
Languages Common, Giant (can't speak in bear form)
Challenge 8 (3,900 XP)

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

Mountain Born. The werebear is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build (Humanoid Form Only). The werebear counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Shapechanger. The werebear can use its action to polymorph into a Large bear–humanoid hybrid or into a Large polar bear, or back into its goliath form. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The werebear makes two melee attacks.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebear lycanthropy, as described in the Monster Manual.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the werebear takes damage, it reduces the damage taken by 10 (1d12 + 4).

Humans

Tribal Warrior

Medium humanoid (any race), any alignment

Armor Class 12 (Hide Armor)
Hit Points 11 (2d8 + 2)
Speed 20 ft.

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

Senses Passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

Actions

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

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses Passive Perception 15
Languages Any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

Ice Troll

Ice Troll

Large giant, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 115 (10d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 12
Languages Giant
Challenge 8 (3,900 XP)

Cold Aura. While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

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

Regeneration. The ice 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 ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

Icewind Kobolds

Icewind Kobold

Small humanoid (kobold), any alignment

Armor Class 14 (Hide Armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 20 ft.

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

Saving Throws DEX +4, CON +3
Skills Perception +1, Stealth +4, Survival +1
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Draconic
Challenge 1/8 (25 XP)

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

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.

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 – 2) piercing damage.

Orcs of the Many-Arrows Tribe

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 16 (Chain Mail)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

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

Saving Throws STR +6, CON +6, WIS +2
Skills Intimidation +5
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Orc
Challenge 4 (1,100 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (Hide Armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

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

Skills Intimidation +2
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

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

Actions

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

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

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (Ring Mail, Shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Intimidation +3, Religion +1
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Orc
Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

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

- Cantrips (at-will): *guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bless, command*
- 2nd level (2 slots): *augury, spiritual weapon* (spear)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

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 (+1)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Giant
Challenge 1 (200 XP)

Actions

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

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

Perytons

Peryton

Medium monstrosity, chaotic evil

Armor Class 13 (Natural Armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 60 ft.

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

Skills Perception +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Passive Perception 15
Languages Common, Elvish understands but can't speak
Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

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

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

Actions

Multiattack. The peryton makes one gore attack and one talon attack.

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

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

Snowy Owlbear

Snowy Owlbear

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., swim 30 ft.

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

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 3 (700 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Yeti

Yeti

Large monstrosity, chaotic evil

Armor Class 12 (Natural Armor)
Hit Points 51 (6d10 + 18)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 13
Languages Yeti
Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Yeti Tyke

Small monstrosity, chaotic evil

Armor Class 11 (Natural Armor)
Hit Points 9 (2d6 + 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 9
Languages understands Yeti but can't speak
Challenge 1/8 (25 XP)

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

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

Actions

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

Abominable Yeti

Huge monstrosity, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 137 (11d12 + 66)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4
Damage Immunities Cold
Senses Darkvision 60 ft, Passive Perception 15
Languages Yeti
Challenge 9 (5,000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Angajuk's Bell

Giant Vulture

Large beast, neutral evil

Armor Class 10
Hit Points 22 (3d10 + 6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages Understands Common but can't speak it
Challenge 1 (200 XP)

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

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

Actions

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

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

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

Octopus

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 5 ft., swim 30 ft.

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

Skills Perception +2, Stealth +4
Senses Darkvision 30 ft., Passive Perception 12
Languages —
Challenge 0 (10 XP)

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

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

Water Breathing. The octopus can breathe only underwater.

Actions

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

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

Sperm Whale

Gargantuan beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 189 (14d20 + 42)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Senses Blindsight 120 ft., Passive Perception 11
Languages —
Challenge 8 (3,900 XP)

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

Hold Breath. The whale can hold its breath for 90 minutes.

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

Actions

Multiattack. The whale makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the whale. A swallowed creature has total cover against attacks and other effects outside the whale, and it takes 3 (1d6) acid damage at the start of each of the whale's turns. If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 16 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 whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, or 37 (6d6 + 16) bludgeoning damage if the target is an object.

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 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

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

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

Black Cabin

Coldlight Walker

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws INT +2, WIS +3
Damage Immunities Cold
Condition Immunities Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

Icy Doom. Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Unusual Nature. The walker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The walker makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

Cold Ray. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.

Ice Mephit

Small elemental, neutral evil

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3
Damage Vulnerabilities Bludgeoning, Fire
Damage Immunities Cold, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages Aquan, Auran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

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

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15- foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Cackling Chasm

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Hide Armor, Shield)
Hit Points 22 (5d8)
Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10
Languages Gnoll
Challenge 1/2 (100 XP)

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

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Chardalyn Berserker

Medium fiend, chaotic evil

Armor Class 13 (Hide Armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Survival +4
Senses Passive Perception 10
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Chardalyn Madness. The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The berserker attacks three times with a melee weapon.

Chardalyn Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Chardalyn Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Gnoll Fang of Yeenoghu

Medium fiend (gnoll), chaotic evil

Armor Class 14 (Hide Armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws CON +4, WIS +2, CHA +3
Senses Darkvision 60 ft., Passive Perception 10
Languages Abyssal, Gnoll
Challenge 4 (1,100 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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

Cave of the Berserkers

White Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

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

Saving Throws DEX +2, CON +4, WIS +2, CHA +2
Skills Perception +4, Stealth +2
Damage Immunities Cold
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Chardalyn Berserker

Medium fiend, chaotic evil

Armor Class 13 (Hide Armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Survival +4
Senses Passive Perception 10
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Chardalyn Madness. The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The berserker attacks three times with a melee weapon.

Chardalyn Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Chardalyn Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Dark Duchess

Ice Troll

Large giant, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 115 (10d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 12
Languages Giant
Challenge 8 (3,900 XP)

Cold Aura. While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

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

Regeneration. The ice 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 ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

Icewind Kobold

Small humanoid (kobold), any alignment

Armor Class 14 (Hide Armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 20 ft.

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

Saving Throws DEX +4, CON +3
Skills Perception +1, Stealth +4, Survival +1
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Draconic
Challenge 1/8 (25 XP)

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

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.

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 – 2) piercing damage.

Arveiaturace

Gargantuan dragon, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +6, CON +14, WIS +7, CHA +8
Skills Perception +13, Stealth +6
Damage Immunities Cold
Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 23
Languages Common, Draconic
Challenge 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold 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 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Chwinga

Tiny elemental, neutral

Armor Class 15
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7
Senses Blindsight 60 ft., Passive Perception 17
Languages —
Challenge 0 (10 XP)

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity 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.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

- At will: *druidcraft, guidance, pass without trace, resistance*

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

Actions

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See the Dungeon Master's Guide for information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed..

Verbeeg Longstrider

Large giant, neutral evil

Armor Class 14 (Hide Armor)
Hit Points 119 (14d10 + 42)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

Saving Throws DEX +5, CON +6, WIS +5
Skills Animal Handling +5, Athletics +7, Stealth +5
Senses Passive Perception 12
Languages Common, Giant
Challenge 5 (1,800 XP)

Innate Spellcasting. The verbeeg's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

- 1/day each: *animal messenger, fog cloud, freedom of movement, pass without trace, silence, water walk*

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

Actions

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 9 (3d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Id Ascendant

Gnome Ceremorph

Small aberration, any alignment

Armor Class 16 (Breastplate)
Hit Points 58 (13d6 + 13)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws INT +7, WIS +6, CHA +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +5
Senses Darkvision 120 ft., Passive Perception 16
Languages Deep Speech, Gnomish, Telepathy 120 ft., Undercommon
Challenge 5 (1,800 XP)

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

- At will: *detect thoughts, levitate*
- 1/day each: *dominate monster, plane shift* (self only)

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

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 9) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the ceremorph. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ceremorph kills the target by extracting and devouring its brain.

Laser Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 2) radiant damage.

Mind Blast (Recharge 5–6). The ceremorph 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.

Gnome Squidling

Small aberration, unaligned

Armor Class 8
Hit Points 10 (3d6)
Speed 15 ft.

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

Senses Darkvision 60 ft., Passive Perception 10
Languages understands Deep Speech and Gnomish but can't speak, telepathy 60 ft.
Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The squidling's innate spellcasting ability is Intelligence (spell save DC 7). It can innately cast levitate at will, requiring no components.

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

Actions

Tentacles. *Melee Weapon Attack:* +0 to hit, reach 5 ft. *Hit:* 5 (2d4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 7) and must succeed on a DC 7 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one incapacitated creature grappled by the squidling. *Hit:* 27 (5d10) piercing damage. If this damage reduces the target to 0 hit points, the squidling kills the target by extracting and devouring its brain.

Mind Tickle (Recharge 5–6). The squidling magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 7 Intelligence saving throw or take 2 (1d4) psychic damage and be stunned until the end of its next turn.

Carrion Crawler

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 2 (450 XP)

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

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

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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

Flesh Golem

Medium construct, neutral

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

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

Bulette

Large monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16
Languages —
Challenge 5 (1,800 XP)

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

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Jarlmoot

Frost Giant Skeleton

Huge undead, lawful evil

Armor Class 14 (Armor Scraps)
Hit Points 102 (12d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Cold, Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages understands Giant but can't speak
Challenge 6 (2,300 XP)

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The skeleton makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Freezing Stare. The skeleton targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

Invisible Stalker

Medium elemental, neutral

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., Passive Perception 18
Languages Auran Understands Common but doesn't speak it
Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

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

Swarm of Ravens

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 10 ft., fly 50 ft.

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

Skills Perception +5
Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Passive Perception 15
Languages —
Challenge 1/4 (50 XP)

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

Actions

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

Flying Sword

Small construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft. (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 1/4 (50 XP)

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

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

Actions

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

Frost druid

Medium humanoid (human), evil

Armor Class 13 (Hide Armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., 40 ft. (wolf form only) , burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

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

Saving Throws INT +3, WIS +6
Skills Nature +3, Perception +6, Survival +6
Damage Resistances Cold
Senses Darkvision 60ft. (beast form only), Passive Perception 16
Languages Common, Druidic
Challenge 5 (1,800 XP)

Spellcasting (Humanoid Form Only). The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, resistance*
- 1st level (4 slots): *animal friendship, fog cloud, speak with animals*
- 2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
- 3rd level (3 slots): *conjure animals, sleet storm, wind wall*
- 4th level (3 slots): *hallucinatory terrain, ice storm*
- 5th level (1 slot): *awaken*

Actions

Multiattack. The druid makes two melee attacks.

Ice Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

Maul (Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Change Shape. The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3
Damage Immunities Cold
Senses Passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 3 (700 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Gromin'gorn (frost giant)

Huge giant, neutral evil

Armor Class 15 (Patchwork Armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws CON +8, WIS +3, CHA +4
Skills Athletics +9, Perception +3
Damage Immunities Cold
Senses Passive Perception 13
Languages Giant
Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two chain attacks.

Chain. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Karkolohk

Spellix Romwod

Small humanoid (gnome), chaotic neutral

Armor Class 14 (Hide Armor)
Hit Points 33 (6d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	15 (+2)	9 (-1)	16 (+3)

Skills Arcana +4, Deception +5, History +4
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Draconic, Elvish, Gnomish, Goblin
Challenge 1/2 (100 XP)

Gnome Cunning. Spellix has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

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

- At will: *fire bolt,* mage hand, shocking grasp**
- 3/day: *silent image*
- 1/day each: *chromatic orb, crown of madness, shield*

**See "Actions" below.*

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit (with advantage on the attack roll if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

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

Actions

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

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

Worg

Large monstrosity, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Goblin, Worg
Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Wolf

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

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

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

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

Shield Guardian (Damaged)

Large construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 80/142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10
Languages Understands commands given in any language but can't speak
Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Mountain Goat

Medium beast, unaligned

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 40 ft., climb 30 ft.

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

Senses Passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

Actions

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

Gibbering Mouther

Medium aberration, neutral

Armor Class 9
Hit Points 67 (9d8 + 27)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities Prone
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

Blinding Spittle (Recharge 5–6). The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

Lost Spire of Netheril

Wight

Medium undead, neutral evil

Armor Class 14 (Studded Leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Perception +3, Stealth +4
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages The languages it knew in life
Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

Dzaan's Simulacrum

Medium construct, lawful evil

Armor Class 10
Hit Points 24 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws INT +5, WIS +3
Skills Arcana +5, Deception +4, History +5
Senses Passive Perception 11
Languages Abyssal, Common, Giant, Infernal
Challenge 1 (200 XP)

Spellcasting. The simulacrum is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): *acid splash,* light, minor illusion, shocking grasp**
- 1st level (2 slots): *detect magic, disguise self, magic missile**
- 2nd level (2 slots): *invisibility, levitate, phantasmal force*

**See "Actions" below.*

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

Acid Splash (Cantrip). The simulacrum hurls a bubble of acid at one creature it can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

Magic Missile (1st-Level Spell; Requires a Spell Slot). The simulacrum creates three darts of magical force. Each dart unerringly strikes one creature the simulacrum can see within 120 feet of it, dealing 3 (1d4 + 1) force damage. If the simulacrum casts this spell using a 2nd-level spell slot, it creates one more dart.

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (Hide Armor, Shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

Basilisk

Medium monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 9
Languages —
Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Black Pudding

Large ooze, unaligned

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 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 60 ft. (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 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

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.

Dzaan

Medium humanoid (human), lawful evil

Armor Class 10
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws INT +5, WIS +3
Skills Arcana +5, Deception +4, History +5
Senses Passive Perception 11
Languages Abyssal, Common, Giant, Infernal
Challenge 4 (1,100 XP)

Spellcasting. Dzaan is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *acid splash,* light, minor illusion, shocking grasp**
- 1st level (4 slots): *detect magic, disguise self, magic missile**
- 2nd level (3 slots): *invisibility, levitate, phantasmal force*
- 3rd level (3 slots): *fireball, sending, slow*
- 4th level (3 slots): *arcane eye, confusion*
- 5th level (1 slot): *animate objects*

**See "Actions" below.*

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of his next turn.

Acid Splash (Cantrip). Dzaan hurls a bubble of acid at one creature he can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage

Magic Missile (1st-Level Spell; Requires a Spell Slot). Dzaan creates three darts of magical force. Each dart unerringly strikes one creature Dzaan can see within 120 feet of it, dealing 3 (1d4 + 1) force damage. If Dzaan casts this spell using a 2nd-level spell slot, he creates one more dart.

Reghed Tribe Camp

Reghed Tribal Warrior

Medium humanoid (any race), any alignment

Armor Class 12 (Hide Armor)
Hit Points 11 (2d8 + 2)
Speed 20 ft.

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

Skills Survival +4
Senses Passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

Actions

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

Reghed Gladiator

Medium humanoid (any race), any alignment

Armor Class 15 (Hide Armor, Shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Saving Throws STR +7, DEX +5, CON +6
Skills Athletics +10, Intimidation +5, Survival +5
Senses Passive Perception 11
Languages Common
Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

Reghed Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 With Barkskin)
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, Survival +4
Senses Passive Perception 14
Languages Common and Druidic
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., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Sled Dog

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

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

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

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

Revel's End

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (Splint)
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., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

Prisoner 237

Medium humanoid (human), lawful evil

Armor Class 11
Hit Points 32 (5d8 + 10)
Speed 30 ft., (10 ft. while shackled)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	17 (+3)	10 (+0)	15 (+2)

Skills Arcana +5, Deception +4, Persuasion +4
Senses Passive Perception 10
Languages Common, Draconic, Infernal, Orc
Challenge 1 (200 XP)

Spellcasting. Prisoner 237 is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light,* message,* prestidigitation, shocking grasp* (see "Actions" below)
- 1st level (4 slots): *mage armor,* shield, sleep*
- 2nd level (3 slots): *arcane lock,* detect thoughts,* suggestion**
- 3rd level (2 slots): *counterspell, lightning bolt**

**Prisoner 237 needs material components to cast these spells.*

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit (with advantage on the attack if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

Spectator

Medium aberration, lawful neutral

Armor Class 14 Natural
Hit Points 39 (6d8 + 12)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6
Condition Immunities Prone
Senses Darkvision 120 ft., Passive Perception 16
Languages Deep Speech, Telepathy 120 ft., Undercommon
Challenge 3 (700 XP)

Actions

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. *Confusion Ray.* The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
2. *Paralyzing Ray.* The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Fear Ray.* The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
4. *Wounding Ray.* The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

Actions

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Skytower Shelter

Griffon

Large monstrosity, unaligned

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages —
Challenge 2 (450 XP)

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

Actions

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

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

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

Goliath Warrior

Medium humanoid (goliath), any alignment

Armor Class 12 (Hide Armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Skills Athletics +6, Perception +4, Survival +4
Damage Resistances Cold
Senses Passive Perception 14
Languages Common, Giant
Challenge 3 (700 XP)

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Young Griffon (Tiny)

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 5 (1d4 + 3)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages —
Challenge 0 (10 XP)

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

Actions

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

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

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

Crag Cat

Large Monstrosity, unaligned

Armor Class 13
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft., Passive Perception 14
Languages —
Challenge 1 (200 XP)

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

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

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

Wyrmdoom Crag

Goliath Warrior

Medium humanoid (goliath), any alignment

Armor Class 12 (Hide Armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Skills Athletics +6, Perception +4, Survival +4
Damage Resistances Cold
Senses Passive Perception 14
Languages Common, Giant
Challenge 3 (700 XP)

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Aarakocra

Medium humanoid (aarakocra), neutral good

Armor Class 12
Hit Points 13 (3d8)
Speed 20 ft., fly 50 ft.

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

Skills Perception +5
Senses Passive Perception 15
Languages Aarakocra, Auran
Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

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

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

Chwinga

Tiny elemental, neutral

Armor Class 15
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7
Senses Blindsight 60 ft., Passive Perception 17
Languages —
Challenge 0 (10 XP)

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity 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.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

- At will: *druidcraft, guidance, pass without trace, resistance*

Unusual Nature. The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

Actions

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See the Dungeon Master's Guide for information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed..