Dungeons & Dragons

5th Edition

Monster Supplement II
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**Arcadian Avenger**

*Medium celestial, lawful good*

**Armor Class** 17 (splint)
**Hit Points** 88 (8d8+24)
**Speed** 30 ft., fly 30 ft.

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<td>16(+3)</td>
<td>10(+0)</td>
<td>12(+1)</td>
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**Skills**
- Perception +4
**Senses**
- darkvision 60ft., passive Perception 14
**Languages**
- Celestial, Common

**Challenge** 6 (2,300 XP)

**Rend.** If the avenger hits with both longsword attacks, it deals an additional 6 (2d6) slashing damage.

**Wrath.** Any time the Arcadian avenger sees an ally fall in battle, it gains a +2 bonus on melee damage rolls. The bonus lasts for 1 minute.

**Elude Chance (3/day).** As a reaction, an Arcadian avenger can tap directly into the power of law, allowing her to avoid the uncertainty of chance. When an Arcadian avenger activates this ability, her next melee attack or saving throw is treated as if the result of the die roll were 10.

**Actions**

**Multiattack.** The arcadian avenger makes two melee attacks.

**Longsword. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) slashing damage.

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**Armanite**

*Large fiend (demon), chaotic evil*

**Armor Class** 14 (natural)
**Hit Points** 48 (4d10 + 20)
**Speed** 80 ft.

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<td>20(+5)</td>
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**Skills**
- Athletics +7
**Damage Resistance**
- cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver
**Damage Immunities**
- poison, lightning
**Condition Immunities**
- poisoned
**Senses**
- darkvision 60ft., passive Perception 10
**Languages**
- Abyssal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Area of Primal Emotion.** The target of the armanite’s charge must make a DC 12 Wisdom saving throw or be unable to take reactions until the end of its next turn.

**Improved Charge.** If the armanite moves at least 30 feet straight toward a target it has advantage on its lance attack. If the attack hits, the target takes an extra 10 (3d6) piercing damage.

**Actions**

**+1 Lance. Melee Weapon Attack:** +8 to hit, reach 15 ft., one creature. Hit: 12 (2d6+6) piercing damage.

**+1 Shortbow. Ranged Weapon Attack:** +4 to hit, range 80/320 ft., one creature. Hit: 3 (1d10+2) piercing damage.
Aspect of Asmodeus

Large fiend (devil), lawful evil

Armor Class 17 (natural)
Hit Points 104 (10d10+40)
Speed 40 ft., fly 60 ft.

STR  DEX  CON  INT  WIS  CHA
22(+6) 15(+2) 19(+4) 21(+5) 22(+6) 20(+5)

Saving Throws Constitution +8, Wisdom +10
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, celestial, draconic, telepathy 100 ft.
Challenge 9 (5,000 XP)

Actions

Multiattack. The aspect makes two melee attacks.

+1 Morning Star. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 14 (2d6 + 7) bludgeoning damage plus 10 (1d8 + 6) necrotic.

---

Aspect of Bahamut

Large dragon (celestial), lawful good

Armor Class 17 (natural)
Hit Points 124 (10d10+60)
Speed 30 ft., fly 100 ft.

STR  DEX  CON  INT  WIS  CHA
26(+8) 11(+0) 22(+6) 23(+6) 24(+7) 23(+6)

Saving Throws Constitution +10, Wisdom +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities paralysis, sleep
Senses darkvision 120 ft., passive Perception 17
Languages Celestial, draconic, telepathy 100 ft.
Challenge 10 (5,900 XP)

Actions

Multiattack. The aspect makes two claw and one bite attack.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 12 (1d8 + 8) slashing damage.


Cold Breath (Recharge 6). The dragon exhales a 30 ft. cone of cold. Each creature in that area must make a DC 18 Dexterity saving throw, taking 30 (10d6) cold damage or half as much damage on a successful one.

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Aspect of Demogorgon

Large fiend (demon), chaotic evil

Armor Class 17 (natural)
Hit Points 120 (11d10+50)
Speed 35 ft.

STR  DEX  CON  INT  WIS  CHA
19(+4) 16(+3) 21(+5) 20(+5) 21(+5) 20(+5)

Saving Throws Constitution +9, Wisdom +9
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 15
Languages Abyssal, celestial, draconic, telepathy 100 ft.
Challenge 9 (5,000 XP)

Actions

Dual Action. The aspect can make two full actions per round.

Multiattack. The aspect makes two melee attacks.

Tentacle. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 14 (1d6 + 4) bludgeoning damage.

---

Aspect of Hextor

Large fiend, lawful evil

Armor Class 17 (natural)
Hit Points 136 (12d10+60)
Speed 40 ft.

STR  DEX  CON  INT  WIS  CHA
22(+6) 17(+3) 20(+5) 17(+3) 17(+3) 18(+4)

Saving Throws Constitution +9, Dexterity +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 11 (7,200 XP)

Actions

Multiattack. The aspect makes six melee attacks, one with each weapon

+1 Flail. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) bludgeoning damage.

+1 Longsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) slashing damage.

+1 Battleaxe. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) slashing damage.

+1 Heavy Mace. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) bludgeoning damage.

+1 Heavy Pick. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 10 (1d8 + 6) piercing damage.

+1 Scimitar. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 10 (1d8 + 6) slashing damage.
Aspect of Kord

Large celestial, chaotic good

**Armor Class** 17 (natural)
**Hit Points** 158 (14d10+70)
**Speed** 40 ft.

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<td>26(+8)</td>
<td>18(+4)</td>
<td>21(+5)</td>
<td>17(+3)</td>
<td>16(+3)</td>
<td>18(+4)</td>
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</table>

**Saving Throws** Strength +12, Constitution +8
**Skills** Athletics +12
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Abyssal
**Challenge** 11 (7,200 XP)

**Rage** (1/day). An aspect can enter a state of fierce rage that lasts for 1 minute. While raging it has the following benefits: Advantage on Strength checks and Strength saving throws. Gain +3 damage on melee attacks.

**Actions**

**Multiattack.** The aspect makes three melee attacks.

**+1 Greatsword. Melee Weapon Attack:** +13 to hit, reach 10 ft., one creature. Hit: 12 (3d6 + 9) bludgeoning damage.

Aspect of Lolth

Large fiend, chaotic evil

**Armor Class** 17 (natural)
**Hit Points** 130 (14d10+42)
**Speed** 40 ft., climb 20 ft.

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<td>18(+4)</td>
<td>17(+3)</td>
<td>27(+8)</td>
<td>26(+8)</td>
<td>23(+6)</td>
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**Saving Throws** Intelligence +12, Wisdom +12
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Abyssal, Draconic, Evish, Undercommon
**Challenge** 11 (7,200 XP)

**Actions**

**Multiattack.** The aspect makes two melee attacks and one bite attack.

**Bite. Melee Weapon Attack:** +7 to hit, reach 10 ft., one creature. Hit: 7 (1d8 +3) piercing damage plus 12 (4d6) poison damage

**+1 Longsword. Melee Weapon Attack:** +7 to hit, reach 10 ft., one creature. Hit: 8 (1d10 +3) slashing damage.

Aspect of Mephistopheles

Large fiend (devil), lawful evil

**Armor Class** 17 (natural)
**Hit Points** 148 (14d10+60)
**Speed** 40 ft., fly 60 ft.

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<td>18(+4)</td>
<td>19(+4)</td>
<td>19(+4)</td>
<td>18(+4)</td>
<td>23(+6)</td>
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**Saving Throws** Constitution +8, Wisdom +10
**Damage Resistances** cold, bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** fire, poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Abyssal, celestial, draconic, telepathy 100 ft.
**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The aspect can innately cast the following Charisma based spells (spell save DC 17, +9 attack), requiring no spell components
**At will:** fire shield
1/day: fireball (as 5th level spell)

**Actions**

**Multiattack.** The aspect makes two melee attacks.

**+1 Icy Ranser. Melee Weapon Attack:** +9 to hit, reach 15 ft., one creature. Hit: 11 (2d6 + 5) slashing damage plus 3 (1d6) cold damage.

Aspect of Nerull

Large fiend, chaotic evil

**Armor Class** 17 (natural)
**Hit Points** 130 (14d10+42)
**Speed** 40 ft., climb 20 ft.

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<td>20(+5)</td>
<td>17(+3)</td>
<td>24(+7)</td>
<td>26(+8)</td>
<td>21(+5)</td>
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**Saving Throws** Intelligence +12, Wisdom +12
**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
**Damage Immunities** fire, poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 18
**Languages** Abyssal, Draconic, Evish, Undercommon
**Challenge** 12 (8,400 XP)

**Actions**

**Multiattack.** The aspect makes three melee attacks.

**+1 Scythe. Melee Weapon Attack:** +9 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 4) slashing damage plus 9 (3d6) necrotic damage.
## Aspect of Orcus
**Large fiend, chaotic evil**

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<tr>
<th>Armor Class</th>
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<tr>
<td>Hit Points</td>
<td>103 (9d10+45)</td>
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<td>Speed</td>
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<td>17(+3)</td>
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**Saving Throws** Constitution +9, Wisdom +7

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 60 ft., passive Perception 13

**Languages** Abyssal, celestial, draconic, telepathy 100 ft.

**Challenge** 9 (5,000 XP)

**Death Strike (1/day).** The aspect decides before attacking when using this ability. The ability is used if the attack misses. Any living creature struck by the morning star attack must succeed on a DC 17 Constitution saving throw or be reduced to 0 hit points.

### Actions
**Multiattack.** The aspect makes two melee attacks.

**+1 Morning Star. Melee Weapon Attack:** +11 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 7) bludgeoning damage.

## Aspect of Vencenca
**Medium undead, neutral evil**

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<th>Armor Class</th>
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<tr>
<td>Hit Points</td>
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<td>16(+3)</td>
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**Skills** Concentration +7, Knowledge +12 Perception +10

**Saving Throws** Intelligence +12, Wisdom +10

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned, sleep, paralyzed, stunned, exhaustion

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

**Languages** Abyssal, draconic, common

**Challenge** 10 (5,900 XP)

**Magical Resistance.** The aspect has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** The aspect can innately cast the following spell as a bonus action

*At will:* Magic Missile (empowered at 5th level)

### Actions
**Multiattack.** The aspect makes two melee attacks.

**+1 Dagger. Melee Weapon Attack:** +8 to hit, reach 5 ft., one creature. Hit: 12 (1d4 + 4) piercing damage.

## Aspect of Tiamat
**Large dragon, lawful evil**

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<td>Speed</td>
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**Skills** Perception +7, Survival +7

**Saving Throws** Constitution +8, Wisdom +10

**Damage Immunities** sleep, paralysis

**Condition Immunities** poisoned, sleep, paralyzed, stunned, exhaustion

**Senses** blindsense 60 ft., darkvision 120 ft., passive Perception 17

**Languages** Abyssal, draconic, common

**Challenge** 10 (5,900 XP)

### Actions
**Multiattack.** The aspect makes five bite attacks.

**Bite. Melee Weapon Attack:** +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) piercing damage

**Breath (Recharge 6).** The aspect exhales a 30 ft. cone of acid, fire, cold or lightning. Each creature in that cone must make a DC 17 Dexterity saving throw, taking 24 (8d6) of the type damage on a failed save, or half as much damage on a successful one. The breath is random and cannot be the same type two times in a row.
Balhannoth
Large monstrosity, neutral

Armor Class 19
Hit Points 158 (14d10+70)
Speed 50 ft., climb 50 ft.

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<td>17 (+3)</td>
<td>20 (+5)</td>
<td>3 (-4)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
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Skills Stealth +7
Condition Immunities blinded
Senses dweomersight 120 ft., passive Perception 12
Languages -
Challenge Challenge 10 (5,900 XP)

Dweomersight. A balhannoth can sense the presence and position of magic auras within 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything within the area of a magic effect. This otherwise functions like blindsense.

Constrict. A balhannoth deals 1d8 points of damage to a grappled creature as a bonus action.

Antimagic Grapple. When a balhannoth grapples an opponent, all the magical properties of that opponent’s magic items are suppressed. In addition, a creature grappled by a balhannoth cannot cast spells or use spell-like abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Camouflage. A balhannoth’s skin changes color to match its surroundings. As a result, a balhannoth is at advantage on all Stealth checks to hide.

Actions

Multiattack. The balhannoth makes two slam attacks and one bite attack

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 13 (2d6+7) bludgeoning damage and target is grappled (escape DC 17)

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage.
**Banshrae**

*Medium fey, chaotic evil*

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<td>Hit Points</td>
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<td>17(+3)</td>
<td>14(+2)</td>
<td>15(+2)</td>
<td>20(+5)</td>
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**Skills**
- Acrobatics +10
- Stealth +10
- Performance +8

**Saving Throws**
- Dexterity +10
- Wisdom +5

**Damage Resistance**
- Bludgeoning, piercing and slashing weapons that are not cold iron

**Senses**
- Darkvision 60 ft., passive Perception 12

**Languages**
- Understands Common, elvish, sylvan

**Challenge**
- 8 (3,900 XP)

**Unarmored Defense.** The banshrae adds its Wisdom modifier to its armor class.

**Blowgun Flute.** The banshrae can play its flute as a bonus action to create one of the effects detailed below. Opponents within a 60-foot-radius spread who can hear the flute can be affected (16 Wisdom saving throw negates)—the effect ends if an enemy can no longer hear the music. The save DC is Charisma-based.

- **Dread Dirge:** This mournful tune creates deep unease. Affected creatures are frightened and can save at the end of their turns to negate.
- **Gibbering Sing-Along:** This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Stealth checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.
- **Traveler’s Tune:** This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

**Locust Dart.** Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of piercing damage as locusts emerge from its body (DC 14 Constitution saving throw negates). The locusts form a swarm that obeys the banshrae’s commands for 2d6 rounds before dispersing. The save DC is Constitution-based.

### Actions

**Multiattack.** The banshrae makes two melee attacks or two ranged attacks.

- **Unarmed Strike.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 11 (1d8+7) bludgeoning damage.

- **Blowgun Flute.** *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one creature. Hit: 2 (1d3) piercing damage.

- **Dart Cone (Recharge 5-6).** A banshrae can create a 15 ft. cone of blowgun darts. Those caught in the cone take 4d6 points of piercing damage (DC 18 Dexterity saving throw for half). The save DC is Dexterity-based.

---

**Blackspawn Raider**

*Medium monstrosity (spawn of Tiamat), chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>67 (8d8+24)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14(+2)</td>
<td>15(+2)</td>
<td>16(+3)</td>
<td>10(+0)</td>
<td>11(+1)</td>
<td>8(-1)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +3

**Damage Immunities**
- Acid

**Condition Immunities**
- Sleep, paralyzed

**Senses**
- Darkvision 60 ft., passive Perception 13

**Languages**
- Common, Draconic

**Challenge**
- 3 (700 XP)

**Actions**

**Multiattack.** The blackspawn raider makes two melee attacks.

- **Falchion.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 13 (2d4+2) slashing damage

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

**Acid Breath (Recharge 6).** The blackspawn exhales a 40 ft. line of acid. Each creature in that area must make a DC 13 Dexterity saving throw, taking 8 (4d4) acid damage or half as much damage on a successful one.
**Blackspawn Exterminator**

*Medium monstrosity (spawn of Tiamat), chaotic evil*

- **Armor Class** 16
- **Hit Points** 101 (14d8+28)
- **Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16(+3)</td>
<td>22(+6)</td>
<td>14(+2)</td>
<td>10(+0)</td>
<td>14(+2)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +6
- Stealth +10

**Saves**
- Dexterity +10
- Intelligence +4

**Damage Immunities**
- Acid

**Condition Immunities**
- Sleep
- Paralyzed

**Senses**
- Darkvision 60 ft.
- Passive Perception 16

**Languages**
- Common, Draconic

**Challenge** 10 (5,900 XP)

**Sneak Attack (1/turn).** The blackspawn exterminator deals an extra 6 (2d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

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

**Actions**

**Multiattack.** The blackspawn exterminator makes three melee or three ranged attacks.

**+1 Short Sword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) slashing damage plus 9 (3d6) poison (DC 13 Constitution save for half) damage.

**+1 Short Bow.** *Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 80/320 ft., one creature. Hit: 11 (1d6+7) piercing damage plus 9 (3d6) poison (DC 13 Constitution save for half) damage.

**Acid Breath (Recharge 6).** The blackspawn exhales a 40 ft. line of acid. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (7d4) acid damage or half as much damage on a successful one.

---

**Blackspawn Stalker**

*Large monstrosity (spawn of Tiamat), chaotic evil*

- **Armor Class** 17 (natural)
- **Hit Points** 114 (10d10+50)
- **Speed** 40 ft., climb 40 ft.

<table>
<thead>
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<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>22(+6)</td>
<td>15(+2)</td>
<td>21(+5)</td>
<td>5(-3)</td>
<td>13(+2)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

**Skills**
- Survival +6

**Saves**
- Constitution +9

**Damage Immunities**
- Acid

**Senses**
- Darkvision 60 ft.
- Tremorsense 60 ft.
- Passive Perception 12

**Languages**
- Draconic

**Challenge** 9 (5,000 XP)

**Deadly Charge.** If the blackspawn moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 12 (4d6) piercing damage.

**Tiamat’s Blessing (Acid).** All spawn of Tiamat within 5 feet of a blackspawn stalker gain immunity to acid.

**Actions**

**Multiattack.** The blackspawn stalker makes one bite and two tail attacks or two web attacks.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 12 (2d6+6) piercing damage plus 3 (1d6) acid damage.

**Tail Slap.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 10 (1d8+6) bludgeoning damage.

**Acid Spit.** *Ranged Weapon Attack:* +6 to hit, range 60/60 ft., one creature. Hit: 15 (5d6) acid damage.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Athletics (Strength) or Escape (Dexterity) check, escaping from the webbing on a success. The effect ends if the webbing is destroyed (AC 12, 20 hit points, resistant to bludgeoning damage and immune to poison and psychic damage, vulnerable to fire).
Blood Fiend
Large fiend, chaotic evil

Armor Class 18 (natural)
Hit Points 112 (12d10 + 36)
Speed 40 ft., fly 80 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>24(+7)</td>
<td>15(+2)</td>
<td>16(+3)</td>
<td>17(+3)</td>
<td>20(+5)</td>
<td>21(+5)</td>
</tr>
</tbody>
</table>

Skills Stealth +7, Perception +10
Damage Resistances acid, cold, fire
Damage Immunities lightning; bludgeoning, piercing and slashing weapons that are not magical
Senses passive Perception 20
Languages Abyssal
Challenge 14 (11,500 XP)

Innate Spellcasting. The blood fiend can innately cast the following Wisdom based spells (spell save DC 18, +10 attack), requiring no spell components
At will: detect good, detect magic, gaseous form, teleport
3/day: darkness, blight
1/day: hallow

Fast Healing. A blood fiend regains lost hit points at the rate of 5 per round at the start of its turn. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the blood fiend to regrow or reattach lost body parts.

Shapechanger. The blood fiend can use its action to polymorph into a dire bat, dire wolf, howler, a nightmare, or back into its true form as the polymorph spell. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions
Multiattack. The blood fiend makes four claw attacks and one bite attack.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 10 (1d6+7) slashing damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This lasts until the target finishes a long rest.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage plus 2 (1d4) Constitution damage from blood loss (DC 16 Constitution saving throw to negate).

Charm. The blood fiend targets one humanoid it can see within 30 feet of it. If the target can see the blood fiend, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the blood fiend. The charmed target regards the blood fiend as a trusted friend to be heeded and protected. Each time the blood fiend or the blood fiend’s companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the blood fiend is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.
Bloodfire Ooze

Huge ooze, neutral evil

Armor Class 15 (natural)
Hit Points 149 (12d12+60)
Speed 30 ft.

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>21(+5)</td>
<td>13(+1)</td>
<td>20(+5)</td>
<td>3(-4)</td>
<td>11(+1)</td>
<td>4(-3)</td>
</tr>
</tbody>
</table>

Damage Resistance acid, lightning
Damage Vulnerability cold
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 7 (2,900 XP)

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

Fast Healing. The ooze regains lost hit points at the rate of 5 per round at the start of its turn.

Burning Blood. A bloodfire ooze's body produces tremendous heat. Any creature that strikes or touches a bloodfire ooze with its body or a weapon, or that grapples a bloodfire ooze, automatically takes 6 (2d6) points of fire damage. A creature takes damage from this ability only once per turn.

Actions

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 9 (1d8 + 5) bludgeoning damage plus 6 (2d6) fire damage.

Flame Burst. Any creature within 10 feet must succeed on a DC 16 Dexterity saving throw or take 18 (6d6) points of fire damage. A successful save results in half damage. The save DC is Constitution-based.

Bloodhulk Fighter

Medium undead, neutral evil

Armor Class 11 (natural)
Hit Points 100 (10d8+20)
Speed 20 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>16(+3)</td>
<td>9(-1)</td>
<td>14(+2)</td>
<td>3(-4)</td>
<td>10(+0)</td>
<td>1(-5)</td>
</tr>
</tbody>
</table>

Damage Immunities poison, necrotic
Condition Immunities poisoned, sleep, paralyzed, stunned, exhaustion
Senses darkvision 60 ft., passive Perception 10
Languages Understands creators language
Challenge 2 (450 XP)

Fragile. A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated. A bloodhulk fighter always gains the maximum hit points possible per Hit Die

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage.
## Bluespawn Ambusher

*Medium monstrosity (spawn of Tiamat), lawful evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>31 (4d8+8)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft., burrow 20 ft.</td>
</tr>
</tbody>
</table>

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

**Skills** Perception +4  
**Damage Immunities** lightning  
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 14  
**Languages** Draconic  
**Challenge** 4 (1,100 XP)  

**Actions**

**Multiattack.** The bluespawn makes two claw and one gore attack.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8+4) slashing damage

**Gore. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) piercing damage

**Lightning Burst (Recharge 5-6).** The bluespawn ambusher can activate a lightning burst in a 10 ft. radius centered on itself. Each creature in that area must make a DC 12 Dexterity saving throw, taking 12 (4d6) lightning damage or half as much damage on a successful one.

## Bluespawn Burrower

*Large monstrosity (spawn of Tiamat), lawful evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>16 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>125 (12d10+48)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., burrow 20 ft.</td>
</tr>
</tbody>
</table>

**STR** 21(+5)  
**DEX** 15(+2)  
**CON** 19(+4)  
**INT** 3(-4)  
**WIS** 8(-1)  
**CHA** 11(+0)  

**Skills** Perception +3  
**Damage Immunities** lightning  
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 13  
**Languages** Draconic  
**Challenge** 9 (5,000 XP)  

**Actions**

**Lightning Shield.** A bluespawn burrower’s body generates an electric charge. Any creature that strikes or touches a bluespawn burrower with its body or a weapon, or that grapples a bluespawn burrower, automatically takes 6 (2d6) points of fire damage.

**Tiamat’s Blessing (Lightning).** All spawn of Tiamat within 5 feet of a bluespawn burrower gain immunity to lightning

**Multiattack.** The bluespawn makes two claw and one tail slap.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 ft., one creature. Hit: 13 (2d8+5) slashing damage. If both claw attacks hit, target is grappled (escape DC 15).

**Tail Slap. Melee Weapon Attack:** +9 to hit, reach 10 ft., one creature. Hit: 9 (1d8+5) bludgeoning damage plus 6 (2d6) lightning damage.

**Lightning Sweep (Recharge 6).** The bluespawn burrower can activate a lightning sweep in a 60 ft. cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (6d6) lightning damage or half as much damage on a successful one.
Bluespawn Godslayer
Huge monstrosity (spawn of Tiamat), lawful evil

Armor Class 18 (shield)
Hit Points 161 (12d12+72)
Speed 30 ft.

**Skills**
- Perception +4
- Condition Immunities paralysis, sleep
- Senses darkvision 60 ft., passive Perception 14
- Languages Draconic

**Challenge** 10 (8,400 XP)

**Dragon Slayer.** A bluespawn godslayer deals an extra 6 (2d6) points of damage when it hits a dragon

**Outsider Slayer.** A bluespawn godslayer deals an extra 6 (2d6) points of damage when it hits a celestial or fiend.

**Actions**
- **Multiattack.** The bluespawn makes two sword and one bite attack.

**+2 Greatsword. Melee Weapon Attack:** +12 to hit, reach 15 ft., one creature. Hit: 13 (4d6+8) slashing damage.

**Bite. Melee Weapon Attack:** +10 to hit, reach 15 ft., one creature. Hit: 11 (2d6+5) piercing damage plus 6 (2d6) lightning damage.

---

Bluespawn Stormlizard
Large monstrosity (spawn of Tiamat), lawful evil

Armor Class 16 (natural)
Hit Points 76 (6d10+36)
Speed 40 ft.

**Skills**
- Perception +3
- Senses passive Perception 13
- Languages Draconic

**Challenge** 6 (2,300 XP)

**Deadly Charge.** If the bluespawn 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 12 (4d6) piercing damage.

**Tiamat’s Blessing (Lightning).** All spawn of Tiamat within 5 feet of a bluespawn burrower gain immunity to lightning.

**Electricity Arc.** When bluespawn stormlizards gather, electricity surges between them. As a bonus action, a bluespawn stormlizard can cause a line of electricity to fire from its horn to that of another bluespawn stormlizard within 100 feet. Creatures in the line must succeed on a DC 17 Dexterity save or take 18 (6d6) lightning damage or half as much damage on a successful one.

---

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
--- | --- | --- | --- | --- | ---
22(+6) | 6(-2) | 22(+6) | 8(-1) | 11(+0) | 10(+0)

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
--- | --- | --- | --- | --- | ---
22(+6) | 9(-1) | 22(+6) | 2(-4) | 14(+2) | 8(-1)
**Briarvex**
Large plant, neutral evil

- **Armor Class**: 15 (natural)
- **Hit Points**: 84 (8d10+32)
- **Speed**: 30 ft.

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<tr>
<th>STR</th>
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<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>19(+4)</td>
<td>10(+0)</td>
<td>19(+4)</td>
<td>11(+0)</td>
<td>12(+1)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

- **Saving Throws**: Constitution +7
- **Damage Vulnerabilities**: fire
- **Condition Immunities**: blinded, deafened, frightened
- **Senses**: passive Perception 11
- **Languages**: Common, Sylvan

**Challenge**: 6 (2,300 XP)

- **Improved Woodland Stride**: A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

- **Thorn Burrow**: Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a bonus action, the briarvex can cause embedded thorns to twist and burrow into a single creature’s flesh, dealing 6 (3d6) points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of sight to the target. A creature can remove the thorns with an action.

- **Innate Spellcasting**: The briarvex can innately cast the following spell (DC 15)
  - At will: *entangle* (60 ft. radius, duration 1 round)

**Actions**

- **Multiattack**: The briarvex makes two slam attacks.

  **Slam. Melee Weapon Attack**: +7 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 4) piercing and bludgeoning damage.

---

**Bonedrinker**
Medium undead, chaotic evil

- **Armor Class**: 14 (natural)
- **Hit Points**: 91 (11d8+33)
- **Speed**: 30 ft.

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<tr>
<th>STR</th>
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<th>CHA</th>
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</thead>
<tbody>
<tr>
<td>21(+5)</td>
<td>16(+3)</td>
<td>16(+3)</td>
<td>8(-1)</td>
<td>14(+2)</td>
<td>15(+2)</td>
</tr>
</tbody>
</table>

- **Skills**: Stealth +6, Perception +5
- **Damage Resistance**: cold, bludgeoning, piercing and slashing weapons that are not silver
- **Damage Immunities**: poison, necrotic
- **Condition Immunities**: poisoned
- **Senses**: darkvision 60 ft., passive Perception 15
- **Languages**: Goblin, Common

**Challenge**: 6 (2,300 XP)

- **Keen Smell**: The bonedrinker has advantage on Wisdom (Perception) checks that rely on smell

**Actions**

- **Multiattack**: The bonedrinker makes two claw and two tentacle attacks.

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

  **Tentacle. Melee Weapon Attack**: +8 to hit, reach 10 ft., one creature. Hit: 10 (1d10 + 5) bludgeoning damage and target is grappled (escape DC 15). The bonedrinker can have only one creature grappled at a time.

  **Bonedrink**: If the bonedrinker has a creature grappled, it can begin to drink its bones. If it makes another successful grapple check, it sinks its fangs into the grappled creature and deals 3 (1d6) Constitution damage. Creatures reduced to 0 Constitution die in a pile of boneless flesh.

---

- **Innate Spellcasting**: The bonedrinker can innately cast the following spell (DC 15)
  - At will: *entangle* (60 ft. radius, duration 1 round)

**Actions**

- **Multiattack**: The bonedrinker makes two claw and two tentacle attacks.
**Bright Naga**

*Large monstrosity, chaotic evil*

**Armor Class** 15 (natural)
**Hit Points** 130 (5d10+15)
**Speed** 40 ft., climb 20 ft.

<table>
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<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>15(+2)</td>
<td>12(+1)</td>
<td>17(+3)</td>
<td>10(+0)</td>
<td>15(+2)</td>
<td>12(+1)</td>
</tr>
</tbody>
</table>

**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common, Draconic
**Challenge** 3 (700 XP)

*Innate Spellcasting*. The bright naga can innately cast the following spell
At will: *magic missile*

**Actions**

*Multiattack*. The aspect makes three melee attacks and one bite attack.

*Bite. Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. Hit: 10d8 + 2) piercing damage.

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**Carnage Demon**

*Medium fiend (demon), chaotic evil*

**Armor Class** 13 (natural)
**Hit Points** 24 (3d8 + 6)
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>18(+4)</td>
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<td>14(+2)</td>
<td>5(-3)</td>
<td>6(-2)</td>
<td>6(-2)</td>
</tr>
</tbody>
</table>

**Skills** Athletics +7
**Damage Resistance** cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver
**Damage Immunities** poison, lightning
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** Abyssal
**Challenge** 2 (450 XP)

*Destructive Appetite*. A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Wisdom save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

*Carnage*. For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

*Reaving Fists*. A carnage demon’s slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantine.

**Actions**

*Multiattack*. The carnage demon makes two slam attacks.

*Slam. Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) bludgeoning damage.
**Catfolk**  
*Medium humanoid, neutral*

**Armor Class** 13 (leather)  
**Hit Points** 9 (1d8 + 1)  
**Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>13(+1)</td>
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<td>12(+1)</td>
<td>10(+0)</td>
<td>9(-1)</td>
<td>10(+0)</td>
</tr>
</tbody>
</table>

**Skills** Perception +1, Stealth +4  
**Senses** passive Perception 11  
**Languages** Common  
**Challenge** 1/4 (50 XP)

**Actions**  
**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8+2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. Hit: 6 (1d8+2) piercing damage.

---

**Cave Fisher**  
*Medium beast, unaligned*

**Armor Class** 15 (natural)  
**Hit Points** 38 (3d8 + 10)  
**Speed** 20 ft., climb 20 ft.

<table>
<thead>
<tr>
<th>STR</th>
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<th>WIS</th>
<th>CHA</th>
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<td>12(+1)</td>
<td>17(+3)</td>
<td>2(-4)</td>
<td>10(+0)</td>
<td>4(-3)</td>
</tr>
</tbody>
</table>

**Skills** Climb +5  
**Senses** passive Perception 10  
**Condition Immunities** charmed  
**Languages** -  
**Challenge** 2 (450 XP)

**Filament.** A cave fisher can fire a thin filament of sticky silk as a standard action. A creature struck by a cave fisher’s filament becomes grappled by the sticky thread. As an action, a creature can rip the filament free with a DC 13 Strength check. A caught creature can also attempt to escape a filament by making a DC 13 Escape (Dexterity) check. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

**Pull.** A cave fisher can pull a grappled creature 10 feet towards it as a move action.

**Actions**  
**Multiattack.** The cave fisher makes two claw attacks.

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

**Filament.** *Ranged Weapon Attack:* +3 to hit, range (60 ft./60 ft.), one creature. Hit: Grappled DC 13 escape.
**Clockroach**  
*Small construct, neutral*

**Armor Class** 14 (natural)  
**Hit Points** 13 (2d6+4)  
**Speed** 30 ft., burrow 15 ft., climb 30 ft.

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<tr>
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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<tbody>
<tr>
<td>11 (+0)</td>
<td>17(+3)</td>
<td>14(+2)</td>
<td>3(-4)</td>
<td>11(+0)</td>
<td>10(+0)</td>
</tr>
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</table>

**Skills** Stealth +5  
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10  
**Languages** -  
**Challenge** 1/2 (100 XP)

**Actions**  
**Pincer.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 6 (1d4) piercing damage.

**Acid Breath (Recharge 6).**  
The clockroach exhales a 30 ft. line of acid. Each creature in that area must make a DC 12 Dexterity saving throw, taking 6 (3d4) acid damage or half as much damage on a successful one.

---

**Crucian**  
*Medium humanoid, lawful neutral*

**Armor Class** 12 (leather and shield)  
**Hit Points** 27 (3d8 + 9)  
**Speed** 20 ft.

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<th>CON</th>
<th>INT</th>
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<tr>
<td>15(+2)</td>
<td>8(-1)</td>
<td>17(+3)</td>
<td>11(+0)</td>
<td>10(+0)</td>
<td>8(-1)</td>
</tr>
</tbody>
</table>

**Skills** Perception +2  
**Saving Throws** Constitution +5  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 1 (200 XP)

**Actions**  
**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8+2) bludgeoning damage.
**Crypt Thing**
Medium undead, neutral

Armor Class 14 (natural)
Hit Points 45 (6d8 + 12)
Speed 30 ft.

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<td>10(+0)</td>
<td>16(+3)</td>
<td>14(+2)</td>
<td>11(+0)</td>
<td>15(+2)</td>
<td>13(+1)</td>
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</table>

Damage Immunities poison, necrotic
Condition Immunities poisoned, sleep, paralyzed, stunned, exhaustion
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

**Turn Resistance.** The crypt thing receives advantage on saving throws to resist turning

**Scatter Defilers (1/day).** A crypt thing can target up to 6 creatures, within 30 ft., and teleport them 10-100 feet (DC 12 Wisdom save to avoid) in a random direction.

**Actions**

**Multiattack.** The crypt thing makes two claw attacks

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

---

**Cursed Spirit**
Medium undead, chaotic evil

Armor Class 12
Hit Points 21 (3d8 + 3)
Speed fly 30 ft.

<table>
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<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>10(+0)</td>
<td>14(+2)</td>
<td>12(+1)</td>
<td>9(-1)</td>
<td>8(-1)</td>
<td>13(+1)</td>
</tr>
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</table>

Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 9
Languages Common
Challenge 1 (200 XP)

**Incorporeal Movement.** The cursed spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Curse Aura.** The taint of loss surrounds a cursed spirit. Adjacent enemy creatures are at disadvantage on all saving throws.

**Actions**

**Life Drain. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. Hit: 6 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Death Giant
Huge giant, neutral evil

Armor Class 17 (splint)
Hit Points 292 (23d12 + 115)
Speed 35 ft.

Skills Intimidation +12, Concentration +10
Saving Throws Constitution +10, Wisdom +10
Damage Immunities necrotic
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 15
Languages Giant, Common
Challenge 16 (15,000 XP)

Innate Spellcasting. The death giant can innately cast the following Wisdom based spells (DC 18, +10 attack)
3/day: blight, dispel magic (5th level), inflict wounds (5th level)
1/day: flame strike

Steal Soul. Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 20 Constitution save each round or die instantly. The save DC is Charisma-based. Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

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

Actions
Multattack. The death giant makes three melee attacks or two ranged attacks.


Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one creature. Hit: 13 (2d6+7) piercing damage.

Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) piercing damage.

Rock. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one creature. Hit: 15 (2d6 + 7) bludgeoning damage.

Frightful Keening. A death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 20 Wisdom saving throw or be frightened. Targets save at the end of their turns. Once a save is successful, target is immune to that death giants frightful keening for 24 hours. This is a sonic fear ability. The save DC is Charisma-based.
**Displacer Serpent**  
*Medium monstrosity, chaotic evil*

**Armor Class** 12 (natural)  
**Hit Points** 21 (2d8+8)  
**Speed** 20 ft., climb 10 ft., swim 10 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>17(+3)</td>
<td>12(+1)</td>
<td>19(+4)</td>
<td>5(-3)</td>
<td>12(+1)</td>
<td>2(-4)</td>
</tr>
</tbody>
</table>

**Skills** Perception +3  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** -  
**Challenge** 1/2 (100 XP)

*Displacement.* Creatures are at disadvantage when attacking the displacer serpent.

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

**Dragotaur**  
*Large dragon, neutral evil*

**Armor Class** 15 (natural)  
**Hit Points** 31 (3d10 + 9)  
**Speed** 50 ft.

<table>
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<tr>
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<th>CON</th>
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<tr>
<td>18(+4)</td>
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<td>16(+3)</td>
<td>13(+1)</td>
<td>11(+0)</td>
<td>13(+1)</td>
</tr>
</tbody>
</table>

**Skills** Athletics +6  
**Senses** darkvision 60 ft., passive Perception 10  
**Condition Immunities** sleep, paralyzed  
**Languages** Draconic  
**Challenge** 3 (700 XP)

**Actions**  
**Multiattack.** The dracotaur can make one spear attack, one bite attack and one tail attack.  

**Spear.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 4) piercing damage.  

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.  

**Tail Slap.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage.  

**Spit Fire (Recharge 6).** *Melee Ranged Attack:* +3 to hit, range 20/40 ft., one creature. Hit: 6 (2d6) fire damage.
**Equiceph**  
*Large humanoid, lawful evil*

**Armor Class** 15 (natural)  
**Hit Points** 32 (4d10+4)  
**Speed** 40 ft.  

<table>
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<th>CON</th>
<th>INT</th>
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<tbody>
<tr>
<td>18(+4)</td>
<td>11(+0)</td>
<td>12(+1)</td>
<td>11(+0)</td>
<td>13(+1)</td>
<td>12(+1)</td>
</tr>
</tbody>
</table>

**Skills** Intimidate +3, Survival +3  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Sylvan  
**Challenge** 2 (450 XP)

**Actions**  
**Greataxe. Melee Weapon Attack:** +6 to hit, reach 10 ft., one creature. Hit: 10 (1d12 + 4) piercing damage.  

**Javelin. Melee or Ranged Weapon Attack:** +6 to hit, reach 10 ft. or range 30/120 ft., one creature. Hit: 7 (1d6+4) piercing damage.

---

**Fihyr**  
*Small monstrosity, chaotic evil*

**Armor Class** 14 (natural)  
**Hit Points** 18 (4d6)  
**Speed** 30 ft.  

<table>
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<td>7(-2)</td>
<td>16(+3)</td>
<td>10(+0)</td>
<td>5(-3)</td>
<td>12(+1)</td>
<td>7(-2)</td>
</tr>
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</table>

**Skills** Stealth +5  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Abyssal, telepathy 120 ft.  
**Challenge** 1/2 (100 XP)

**Actions**  
**Multiattack.** The fihyr can use its Frightful Presence. It then makes its bite attack.  

**Bite. Melee Weapon Attack:** +0 to hit, reach 5 ft., one creature. Hit: 1 (1d4-2) piercing damage.  

**Frightful Presence.** Each creature of the fihyr’s choice that is within 30 feet of it and aware of it must succeed on a DC 11 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 spawn’s Frightful Presence for the next 24 hours.

---

Sunlight Sensitivity. The fihyr takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.  

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

---

20
### Girrash

*Large fiend, chaotic evil*

<table>
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<tr>
<th>Armor Class</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>67 (7d10 + 21)</td>
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<tr>
<td>Speed</td>
<td>fly 50 ft.</td>
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<th>INT</th>
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<tbody>
<tr>
<td>21(+5)</td>
<td>16(+3)</td>
<td>16(+3)</td>
<td>13(+1)</td>
<td>12(+1)</td>
<td>15(+2)</td>
</tr>
</tbody>
</table>

**Skills**
- Athletics +8, Stealth +6

**Damage Resistance**
- lightning, fire, acid; bludgeoning, piercing and slashing weapons that are not magic

**Damage Immunities**
- poison

**Condition Immunities**
- poisoned

**Senses**
- darkvision 60 ft., passive Perception 11

**Languages**
- Abyssal

**Challenge**
- 7 (2,900 XP)

**Displacement.** Creatures are at disadvantage when attacking the girrash.

**Rend (1/tturn).** If the girrash hits with two claw attacks, it deals an additional 3 (1d6) slashing damage.

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

**Actions**

**Multiattack.** The girrash makes four claw attacks and one bite attack.

**Claw. Melee Weapon Attack:** +8 to hit, reach 10 ft., one creature. Hit: 8 (1d6+5) slashing damage.

**Bite. Melee Weapon Attack:** +8 to hit, reach 10 ft., one creature. Hit: 7 (1d4+5) piercing damage and must succeed on a DC 16 Constitution saving throw or be paralyzed for 3 (1d4+1) rounds. Elves are immune to this paralysis.

---

### Gravehound

*Medium undead, neutral evil*

<table>
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<th>Armor Class</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>26 (4d8 + 8)</td>
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<tr>
<td>Speed</td>
<td>fly 40 ft.</td>
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<table>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17(+3)</td>
<td>14(+2)</td>
<td>14(+2)</td>
<td>4(-3)</td>
<td>17(+3)</td>
<td>19(+5)</td>
</tr>
</tbody>
</table>

**Damage Immunities**
- necrotic, poison

**Condition Immunities**
- charmed, exhaustion, poisoned

**Senses**
- darkvision 60 ft., passive Perception 13

**Languages**
- 

**Challenge**
- 2 (450 XP)

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

**Turn Resistance.** The gravehound receives advantage on saving throws to resist turning

**Actions**

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing damage and must succeed on a DC 13 Constitution saving throw or be stunned until the end of the gravehound’s next turn.

---
**Greenspawn Leaper**

Medium monstrosity (spawn of Tiamat), neutral evil

---

**Armor Class** 14 (natural)

**Hit Points** 21 (3d8+3)

**Speed** 40 ft., climb 40 ft.

---

<table>
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<tr>
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<th>CON</th>
<th>INT</th>
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<td>17(+3)</td>
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<td>12(+1)</td>
<td>2(-4)</td>
<td>15(+2)</td>
<td>8(-1)</td>
</tr>
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</table>

**Skills** Perception +4, Acrobatics +6

**Damage Immunities** acid

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**Challenge** 2 (450 XP)

---

**Actions**

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

**Acid Burst (Recharge 6).** The greenspawn leaper can release a burst of acid in a 5 ft. radius centered on itself. Each creature in that area must make a DC 11 Constitution saving throw, taking 6 (2d6) acid damage or half as much damage on a successful one.

---

**Greenspawn Razorfiend**

Large monstrosity (spawn of Tiamat), lawful evil

---

**Armor Class** 16 (natural)

**Hit Points** 94 (10d10+30)

**Speed** 50 ft., swim 50 ft.

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<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>19(+4)</td>
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<td>16(+3)</td>
<td>5(-3)</td>
<td>15(+2)</td>
<td>12(+1)</td>
</tr>
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</table>

**Skills** Perception +5, Athletics +7

**Damage Immunities** acid

**Condition Immunities** paralyzed, sleep

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Draconic

**Challenge** 7 (2,900 XP)

---

**Amphibious.** The greenspawn can breathe air and water.

**Augmented Critical.** A razorfiend’s wingblade threatens a critical hit on a natural attack roll of 19 or 20.

**Tiamat’s Blessing (Acid).** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

---

**Actions**

**Multiattack.** The greenspawn makes two wingblade attacks and one bite attack.

**Wingblade. Melee Weapon Attack:** +8 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

**Bite. Melee Weapon Attack:** +8 to hit, reach 10 ft., one creature. Hit: 7 (1d6+4) piercing damage.

**Acid Breath (Recharge 5-6).** The greenspawn breathes a 20 ft. cone of acid. Each creature in that area must make a DC 15 Dexterity saving throw, taking 15 (5d6) acid damage or half as much damage on a successful one.

---

**Greenspawn Sneak**

Small monstrosity (spawn of Tiamat), lawful evil

---

**Armor Class** 14 (natural)

**Hit Points** 94 (2d6+2)

**Speed** 30 ft.

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<th>INT</th>
<th>WIS</th>
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<td>13(+1)</td>
<td>10(+0)</td>
<td>11(+0)</td>
<td>15(+2)</td>
</tr>
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</table>

**Skills** Perception +2, Acrobatics +5

**Damage Immunities** acid

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Draconic

**Challenge** 2 (450 XP)

---

**Amphibious.** The greenspawn can breathe air and water.

**Sneak Attack (1/turn).** The greenspawn sneak deals an extra 6 (2d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

---

**Actions**

**Multiattack.** The greenspawn makes two melee attacks.

**Short Sword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) slashing damage.
Grisgol

Large construct, neutral

Armor Class 19 (natural)
Hit Points 156 (19d10 + 38)
Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<td>14(+2)</td>
<td>6(-2)</td>
<td>11(+0)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

Damage Immunities psychic; 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 understand language of creator
Challenge 15 (13,000 XP)

Innate Spellcasting. The grisgol can innately cast the following Wisdom based spells (DC 13, +5 attack)
1/day: shield, scorching ray, dispel magic, ice storm, telekinesis, chain lightning, prismatic spray, power word stun, meteor swarm

Incite Madness. After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature’s wrappings invokes a curse that renders the reader with level a madness (DC 15 Wisdom saving throw negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order.

Actions

Multiattack. The grisgol makes two melee attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 12 (2d8 + 4) bludgeoning damage plus 8 (2d8) necrotic damage and paralysis (DC 13 Constitution save, Charisma based). Target remains paralyzed until a remove paralysis or similar spell is cast.

Choking Dust. Striking the golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 17 Constitution saving throw or take 2 (1d4) points of Constitution damage. The save DC is Strength-based

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

Magic Weapons. The golem’s weapon attacks are magical.
### Howler

*Large fiend, chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (6d10 + 12)</td>
</tr>
<tr>
<td>Speed</td>
<td>60 ft.</td>
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</tbody>
</table>

**Armor Class**: 15 (natural)

**Hit Points**: 52 (6d10 + 12)

**Speed**: 60 ft.

**Skills**: Climb +5

**Senses**: darkvision 60 ft., passive Perception 12

**Languages**: understand Abyssal

**Challenge**: 3 (700 XP)

**Quills.** A creature that is bitten by a howler must make a DC 13 Dexterity saving throw or have 2 (1d4) quills break off in their flesh. Lodged quills impose disadvantage on all attacks and saving throws. Removing a quill requires a DC 13 Heal (Wisdom) check or they deal 3 (1d6) piercing damage.

**Howl (Recharge 6).** Creatures, other than fiends, must make a DC 13 Wisdom saving throw or be frightened for 1 minute. Target saves at the end of its turn. Once a creature saves, they are immune to this effect for 24 hours.

### Gulgar

*Large humanoid, neutral*

<table>
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<tr>
<th>Armor Class</th>
<th>18 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>94 (10d10 + 30)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Armor Class**: 18 (natural)

**Hit Points**: 94 (10d10 + 30)

**Speed**: 30 ft.

**Damage Resistance**: thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t adamantine

**Damage Immunity**: thunder

**Languages**: Terran

**Challenge**: 9 (9,000 XP)

**Crystalline Bone.** A gulgar’s slam and gore attacks are treated as adamantine for the purposes of overcoming damage reduction.

**Stability.** A gulgar gains advantage on checks made to resist being pushed or tripped when standing on the ground (but not when climbing, riding if lying mount, or otherwise not standing firmly on the ground).

### Actions

**Multiattack.** The gulgar makes two melee attacks and one gore or two ranged attacks.

**Warhammer. Melee Weapon Attack:** +9 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 5) bludgeoning damage.

**Slam. Melee Weapon Attack:** +9 to hit, reach 10 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

**Gore. Melee Weapon Attack:** +9 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 5) bludgeoning damage.

**Composite Long Bow. Ranged Weapon Attack:** +9 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 5) piercing damage.

**Sonic Pulse (Recharge 6).** A gulgar can emit a 30-foot cone of sound that deals 9 (3d6) points of sonic damage and may deafen foes. Any creature in the area must succeed on a DC 15 Constitution save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take the sonic damage from other sonic pulse attacks. The save DC is Constitution based.
Inferno Spider
Large monstrosity, neutral

**Armor Class** 16 (natural)
**Hit Points** 144 (14d10+56)
**Speed** 40 ft., climb 40 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>20(+5)</td>
<td>16(+3)</td>
<td>18(+4)</td>
<td>6(-2)</td>
<td>11(+0)</td>
<td>11(+0)</td>
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</table>

**Skills** Stealth +6, Perception +3
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 13
**Languages** Ignan
**Challenge** 5 (1,800 XP)

*Fire Shield.* An inferno spider’s body produces tremendous heat. Any creature that strikes or touches an inferno spider with its body or a weapon, or that grapples an inferno spider, automatically takes 1d6 points of fire damage. A creature takes damage from this ability only once per turn.

**Actions**

- **Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 5) piercing damage and 9 (3d6) fire damage

- **Web (Recharge 5-6) Ranged Weapon Attack:** +6 to hit, range 50/100 ft., one target. Hit: 6 (2d6) fire damage and the creature is restrained by webbing. Fire damage will be dealt each round in the web. As an action, the restrained creature can make a DC 15 Athletics (Strength) or Escape (Dexterity) check, escaping from the webbing on a success. The effect ends if the webbing is destroyed (AC 12, 20 hit points, resistant to bludgeoning damage and immune to poison and psychic damage, vulnerable to cold).

Howler Wasp
Small monstrosity, chaotic evil

**Armor Class** 12 (natural)
**Hit Points** 14 (2d6+4)
**Speed** 10 ft., fly 60 ft.

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<tr>
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<th>WIS</th>
<th>CHA</th>
</tr>
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<td>12(+1)</td>
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<td>15(+2)</td>
<td>3(-4)</td>
<td>13(+1)</td>
<td>6(-2)</td>
</tr>
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</table>

**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** -
**Challenge** 1/2 (100 XP)

*Inciting Pheromone.* If a melee attack reduces a howler wasp to 0 or fewer hit points, or if the wasp takes a critical hit from a melee attack, it can attempt to douse its foe with a pheromone (+3 melee attack). The wasp uses this ability as a reaction before resolving the effect of the damage. The pheromone draws other howler wasps to the target, inciting them into a fearsome rage. All howler wasps within 60 feet of a creature doused with the pheromone gain an advantage on attack rolls against the doused creature. Howler wasps detect the doused creature as if they had blindsense. The pheromone’s effects last for 10 minutes, though a doused creature can wash the substance off by submerging in water.

**Actions**

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

- **Sting. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 3 (1d3+1) piercing damage plus 5 (1d10) poison damage
**Ibixian**
*Medium humanoid, neutral*

**Armor Class** 12 (studded leather)
**Hit Points** 21 (3d8+3)
**Speed** 30 ft.

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<tr>
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<th>CHA</th>
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<td>13(+1)</td>
<td>8(-1)</td>
<td>8(-1)</td>
<td>10(+0)</td>
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</table>

**Skills** Intimidate +2, Perception +1
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Ibixian, Common
**Challenge** 1 (200 XP)

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

**Actions**
**Multiattack.** The ibixian makes one greataxe attack and one head butt.

**Greataxe. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. Hit: 8 (1d12+2) slashing damage.

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

---

**Jovoc**
*Small fiend (demon)*

**Armor Class** 13 (natural)
**Hit Points** 36 (4d6+18)
**Speed** 30 ft.

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<tr>
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<td>12(+1)</td>
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<td>16(+3)</td>
<td>7(-2)</td>
<td>10(+0)</td>
<td>7(-2)</td>
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</table>

**Skills** Stealth +4
**Damage Resistance** cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver
**Damage Immunities** poison, lightning
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 3 (700 XP)

**Area of Retribution.** This effect is always active within 30 ft. of the jovoc. Whenever the jovoc takes damage from any source, all non-demon creatures within 30 ft., immediately take the same damage. A DC 13 Constitution saving throw halves the damage. This damage is not subject to negation or reduction because of the targets resistance, immunity or damage reduction.

**Fast Healing.** A jovoc regains lost hit points at the rate of 5 per round at the start of its turn. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

**Actions**
**Multiattack.** The jovoc makes two claw and one bite attack.

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

**Claw. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4+1) slashing damage.
**Justice Archon**

Medium celestial, lawful good

<table>
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<tr>
<th>Armor Class</th>
<th>18 (plate)</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>63 (6d8+30)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., fly 60 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
16(+3) | 12(+1) | 21(+5) | 10(+0) | 13(+1) | 14(+2)

Skills: Concentration +8, Persuasion +5, Perception +4

**Damage Resistance:** poison; bludgeoning, piercing and slashing weapons that are not magic

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Celestial, draconic, abyssal, tongues

**Challenge:** 6 (2,300 XP)

**Poison Resilience.** The justice archon has advantage on saving throws against poison.

**Tongues.** The justice archon has a continuous tongues spell on itself.

**Magic Circle.** The justice archon has a continuous magic circle against undead and fiends on itself.

**Aura of Menace.** All enemy creatures within 20 ft. of the justice archon must make a DC 13 Wisdom saving throw or be at disadvantage on attack rolls. Targets save at the end of their turns. If they are successful, they are immune to that justice archon's aura for 24 hours.

**Justice Strike.** A justice archon that hits with a melee attack can, as a reaction, choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats.

**Teleport.** The justice archon can use the teleport spell; at will.

**Actions**

**Multiattack.** The justice archon makes two melee attacks.

**+1 Greatsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

---

**Khumat**

Large fiend, neutral evil

<table>
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<tr>
<th>Armor Class</th>
<th>18 (natural)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>114 (11d10+44)</td>
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<tr>
<td>Speed</td>
<td>30 ft., swim 40 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
24(+7) | 13(+1) | 19(+4) | 8(-1) | 13(+1) | 8(-1)

Skills: Survival +4, Stealth +4

**Saving Throws:** Constitution +7, Wisdom +4

**Damage Resistances:** acid, cold, lightning, fire

**Damage Immunities:** poison

**Condition Immunities:** poisoned

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Aquan, Common

**Challenge:** 5 (1,800 XP)

**Actions**

**Bite.** Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 15 (2d8+7) piercing damage and grappled (DC 17 escape).

**Tail.** Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 14 (1d12+7) bludgeoning damage.
**Kopru**

*Medium monstrosity, chaotic evil*

**Armor Class** 13 (natural)

**Hit Points** 43 (8d8)

**Speed** 5 ft., swim 40 ft.

**Skills** Concentration +2, Stealth +4

**Saving Throws** Dexterity +4, Wisdom +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common

**Challenge** 3 (700 XP)

**Dominate Person (1/day).** A kopru can produce an effect like that of a dominate person spell at a range of 180 ft. A creature must make a DC 12 Wisdom saving throw to avoid the effect. The duration is 8 days.

**Actions**

**Multiattack.** The kopru makes two claw and one tail attack.

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

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 3 (1d8+2) bludgeoning damage and the target is grappled (escape DC 12).

---

**Kruthik, Adult**

*Medium beast, lawful evil*

**Armor Class** 16

**Hit Points** 45 (6d8+12)

**Speed** 40 ft.

**Skills** Stealth +8

**Saving Throws** Dexterity +4, Wisdom +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages**

**Challenge** 4 (1,100 XP)

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

**Actions**

**Multiattack.** The kruthik makes two claw attacks and a bite or two spike attacks

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) slashing damage.

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

**Spike.** *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one creature. Hit: 9 (1d6+6) piercing damage.

---

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
---|---|---|---|---|---
17(+3) | 22(+6) | 15(+2) | 4(-3) | 13(+1) | 10(+0)

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
---|---|---|---|---|---
15(+2) | 14(+2) | 11(+0) | 11(+0) | 12(+1) | 10(+0)
Kruthik, Greater
Large beast, lawful evil

Armor Class 15
Hit Points 84 (8d10+32)
Speed 40 ft.

Skills Stealth +9
Senses darkvision 60ft., passive Perception 11
Damage Resistances Acid
Languages -
Challenge 6 (2,300 XP)

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

Rend. If the kruthik hits with both claw attacks, it deals an additional 6 (2d6) slashing damage.

Actions
Multiattack. The kruthik makes two claw attacks and a bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 9 (2d6+6) slashing damage plus 4 (2d4) acid damage

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 9 (1d6+6) piercing damage plus 4 (2d4) acid damage

---

Kruthik, Hatchling
Small beast, lawful evil

Armor Class 16
Hit Points 22 (4d6+4)
Speed 50 ft.

Skills Stealth +8
Senses darkvision 60ft., passive Perception 11
Languages -
Challenge 1 (200 XP)

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

Actions
Multiattack. The kruthik makes two claw attacks

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.
**LAMIA**
Large monstrosity, chaotic evil

**Armor Class** 15 (natural)
**Hit Points** 67 (9d10 + 9)
**Speed** 60 ft.

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<tr>
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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>15(+2)</td>
<td>12(+1)</td>
<td>13(+1)</td>
<td>15(+2)</td>
<td>12(+1)</td>
</tr>
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</table>

**Skills** Persuasion +4, Stealth +5
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Common

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The lamia can innately cast the following Wisdom based spells (DC 13, +5 attack)
At will: disguise self, ventriloquism
3/day: charm person, major image, mirror image, suggestion
1/day: sleep (as a 3rd level spell)

**Actions**
- **Dagger.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.
- **Wisdom Drain.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 2 (1d4) points of Wisdom drain.

---

**LIZARDFOLK, BLACKSCALE**
Large humanoid, neutral

**Armor Class** 15 (natural)
**Hit Points** 36 (4d10 + 8)
**Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>14(+2)</td>
<td>8(-1)</td>
<td>11(+0)</td>
<td>7(-2)</td>
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</table>

**Skills** Athletics +6
**Damage Resistance** Acid
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Draconic, Common

**Challenge** 2 (450 XP)

**Actions**
- **Multiattack.** The blackscale lizardfolk makes two claw and one bite attack or one greatclub attack and one bite attack.
- **Claw.** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) slashing damage.
- **Greatclub.** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 12 (2d8+4) bludgeoning damage.
- **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.
- **Javelin.** Ranged Weapon Attack: +6 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.
**Lizardfolk, Poisondusk**  
*Medium humanoid, neutral*

<table>
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<tr>
<th>Armor Class</th>
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<tr>
<td>Hit Points</td>
<td>7 (1d6+1)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</table>

**Damage Resistance:** Acid  
**Senses:** darkvision 60ft., passive Perception 10  
**Languages:** Common  
**Challenge:** 1/4 (50 XP)

*Chameleon Skin.* Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains advantage on Stealth checks to hide.

**Actions**  
**Multiattack.** The poisondusk lizardfolk makes two claw and one bite attack or one longsword attack and one bite attack.

- **Claw. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage.
- **Longsword. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8+1) slashing damage.
- **Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.
- **Shortbow. Ranged Weapon Attack:** +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d6+3) piercing damage.

---

**Lodestone Marauder**  
*Large monstrosity, neutral*

<table>
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<tr>
<th>Armor Class</th>
<th>18 (natural)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>136 (11d10+66)</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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</table>

**Skills** Athletics +11, Perception +5  
**Senses** darkvision 60ft., passive Perception 15  
**Languages** -  
**Challenge:** 9 (5,000 XP)

*Magnetic Defense.* A attacks on a lodestone marauder with metallic weapons are made at disadvantage.

*Stability.* A lodestone marauder has advantage on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

*Magnetic Attraction.* A lodestone marauder can create a pulse of magnetic energy within a 30-foot-radius emanation that sends metal objects hurtling toward it. An affected creature carrying such an object must succeed on a DC 18 Strength saving throw or the object is drawn in a straight line toward it. Such objects stick to its body, and they can be removed only on the marauder’s death or with a DC 18 Strength check. The save and check DCs are Constitution-based.

*Magnetic Repulsion.* This ability works like magnetic attraction, except repulsion pushes objects away from the marauder within a 30-foot-radius burst. An affected creature carrying such an object must succeed on a DC 18 Strength saving throw or drop the object in its space. All creatures wearing metal armor or carrying metal shields within the area of the marauder must succeed on DC 18 Reflex saves or be knocked prone. The save DC is Constitution-based.

**Actions**  
**Multiattack.** The marauder makes two claw and one bite attack.

- **Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 7) slashing damage.
- **Bite. Melee Weapon Attack:** +11 to hit, reach 5 ft., one creature. Hit: 13 (2d6 + 7) piercing damage.
**Mad Slasher**  
*Medium beast, chaotic evil*

**Armor Class** 13  
**Hit Points** 31 (4d8+8)  
**Speed** 40 ft.

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<tr>
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<th>CON</th>
<th>INT</th>
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</table>

**Skills** Survival +2  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** -  
**Challenge** 2 (450 XP)

*Magnetic Defense.* All attacks on a lodestone marauder with metallic weapons are made at disadvantage.

**Actions**  
**Multiattack.** The mad slasher makes two claw attacks.

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

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**Magma Hurler**  
*Medium elemental, chaotic evil*

**Armor Class** 14 (natural)  
**Hit Points** 43 (4d8+20)  
**Speed** 20 ft.

<table>
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<tr>
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<th>WIS</th>
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<td>20(+5)</td>
<td>7(-2)</td>
<td>12(+1)</td>
<td>11(+0)</td>
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</table>

**Damage Vulnerabilities** cold  
**Damage Resistances** bludgeoning, piercing and slashing from nonmagical attacks  
**Damage Immunities** fire, poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Ignan  
**Challenge** 3 (700 XP)

**Actions**  
**Slam.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

**Magma Rock.** Ranged Weapon Attack: +3 to hit, range 50/150 ft., one creature. Hit: 3 (2d10+1) bludgeoning damage plus 3 (1d6) fire damage.
### Ophidian

*Medium humanoid, neutral*

**Armor Class** 13 (natural)
**Hit Points** 18 (3d8)
**Speed** 20 ft., fly 60 ft.

<table>
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<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>12(+1)</td>
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<td>11(+0)</td>
<td>8(-1)</td>
<td>11(+0)</td>
<td>10(+0)</td>
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</table>

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, yuan-ti
**Challenge** 1 (200 XP)

**Actions**

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

- **Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage plus target must succeed at a DC 11 Constitution saving throw or be affected by a curse that turns the target into an ophidian.

### Phantom Fungus

*Medium plant, neutral*

**Armor Class** 14 (natural)
**Hit Points** 19 (2d8+6)
**Speed** 20 ft.

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>14(+2)</td>
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<td>16(+3)</td>
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<td>11(+0)</td>
<td>9(-1)</td>
</tr>
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</table>

**Condition Immunities** blinded, deafened, frightened
**Senses** darkvision 60 ft., passive Perception 10
**Languages** -
**Challenge** 1/2 (100 XP)

**Actions**

- **Greater Invisibility.** The fungus is affected by a greater invisibility effect that remains until killed. It is not subject to the invisibility purge spell.

- **Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) piercing damage.
Quickling
Small fey, neutral

Armor Class 17
Hit Points 22 (4d6+4)
Speed 120 ft.

Condition Immunities blinded, deafened, frightened
Senses darkvision 60ft., passive Perception 12
Languages Common, sylvan
Challenge 2 (450 XP)

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

Natural Invisibility. A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a reaction.

Supernatural Speed. A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling’s shape blurs and shimmers with this speed. All attacks are at disadvantage against the quickling.

Slow Susceptability. A quickling that succumbs to a slow effect loses its supernatural speed ability and is poisoned as long as the effect persists. The poisoned condition persists for 1 round after the slow effect ends.

Sneak Attack (1/turn). The quickling deals an extra 3 (1d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

Actions
Short Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 7) slashing damage.

Ravid
Medium fiend, neutral

Armor Class 14 (natural)
Hit Points 21 (3d8+3)
Speed 20 ft., fly 60 ft.

Damage Immunities fire
Senses darkvision 60ft., passive Perception 11
Languages -
Challenge 2 (450 XP)

Innate Spellcasting. The ravid can innately cast the following spells
At will: animate objects

Actions
Multiattack. The ravid makes one claw and one tail attack.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 1) piercing damage plus 10 (2d10) lightning damage

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 1) piercing damage plus 10 (2d10) lightning damage
**Redcap**  
*Small fey, chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 (natural)</td>
<td>26 (4d6+8)</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Skills** Intimidate +3, Stealth +3  
**Senses** passive Perception 11  
**Languages** Common, Sylvan  
**Challenge** 1 (200 XP)

**Powerful Build.** The redcap is considered one size larger with respect to any checks that involve size.

**Eldritch Stone.** Stones fired from a redcap’s sling are considered +1 magical and deal 1d6 damage.

**Actions**  
**Scythe.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.  
**Sling.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

---

**Redspawn Arcaniss**  
*Medium monstrosity (spawn of Tiamat), chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (14 with mage armor)</td>
<td>59 (8d8+16)</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

**Skills** Concentration +4, Perception +3  
**Damage Immunities** fire  
**Damage Vulnerability** cold  
**Condition Immunities** paralyzed, sleep  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Common, Draconic  
**Challenge** 6 (2,300 XP)

**Spellcasting.** The redspawn arcaniss is an 8th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The redspawn has the following sorcerer spells prepared:  
Cantrips (at will): acid splash, chill touch, ray of frost, shocking grasp, true strike  
1st level (4 slots): burning hands, mage armor  
2nd level (3 slots): scorching ray, blur  
3rd level (3 slots): fireball, haste  
4th level (2 slots): wall of fire, dimension door

**Sorcery Points.** The redspawn arcaniss has 8 sorcery points to use on its metamagic abilities.

**Empower Spell.** The redspawn arcaniss can spend 1 sorcery point to reroll up to 3 spell damage dice.

**Quicken Spell.** The redspawn arcaniss can spend 2 sorcery points to change the casting time of a spell from 1 action to 1 bonus action.

**Fire Spell Affinity.** The redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

**Armored Mage.** A redspawn arcaniss is proficient with light armor and shields.

**Actions**  
**Mace.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d8) bludgeoning damage.
Redspawn Firebelcher
Large monstrosity (spawn of Tiamat), chaotic evil

Armor Class 15 (natural)
Hit Points 92 (8d10+40)
Speed 40 ft., swim 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>19(+4)</td>
<td>8(-1)</td>
<td>21(+5)</td>
<td>1(-5)</td>
<td>11(+0)</td>
<td>6(-2)</td>
</tr>
</tbody>
</table>

Skills Athletics +7, Perception +3
Damage Immunities fire
Damage Vulnerability cold
Condition Immunities paralyzed, sleep
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 6 (2,300 XP)

Tiamat's Blessing (Fire). All spawn of Tiamat within 5 feet of or riding on a redspawn firebelcher gain immunity to fire.

Actions
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d12 + 4) piercing damage plus 6 (2d6) fire damage.

Belch Fire. Ranged Weapon Attack: +5 to hit, range 50/100 ft., one creature. Hit: 18 (6d6) fire damage and adjacent creatures take 9 (3d6) fire damage. A DC 16 Dexterity saving throw reduces the damage to half. The save DC is Constitution-based.

Rot Harbinger
Medium undead, chaotic evil

Armor Class 15 (natural)
Hit Points 143 (20d8+40)
Speed 30 ft., fly 60 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>22(+6)</td>
<td>17(+3)</td>
<td>14(+2)</td>
<td>10(+0)</td>
<td>14(+2)</td>
<td>13(+2)</td>
</tr>
</tbody>
</table>

Skills Perception +7, Stealth +8
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses passive Perception 17
Languages Common
Challenge 13 (10,000 XP)

Turn Resistance. The rot harbinger receives advantage on saving throws to resist turning.

Wave of Decay (1/day). When reduced to 1/2 its maximum hit points, a rot harbinger releases a wave of life-rending energy. All creatures within 120 feet of the rot harbinger must succeed on a DC 15 Constitution saving throw or take 15 (5d6) points of necrotic damage. The rot harbinger heals half of this damage. The save DC is Charisma-based.

Actions
Multiattack. The rot harbinger makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 11 (1d10 + 6) slashing damage plus 6 (2d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum.
Shardsoul Slayer
Medium construct, chaotic evil

Armor Class 14 (natural)
Hit Points 51 (6d8+18)
Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18(+4)</td>
<td>14(+2)</td>
<td>16(+3)</td>
<td>6(-2)</td>
<td>3(-4)</td>
<td>8(-1)</td>
</tr>
</tbody>
</table>

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 6
Languages Understands undercommon
Challenge 5 (1,800 XP)

Disorienting Aura. At the end of a shardsoul slayer’s turn, creatures within 5 feet of it must succeed on a DC 11 Wisdom save or be affected by confusion, as the spell for 1 round.

Death’s Release. When a shardsoul slayer is destroyed, its fragment of elemental essence reunites another fragment. A shardsoul slayer reduced to 0 hit points or fewer can select another shardsoul slayer within 120 feet to receive its unbound essence. The recipient shardsoul slayer immediately gains one of the following effects for 2 rounds, as chosen by the dying construct.

- Haste, as the spell
- Advantage on attack rolls
- +2 bonus to AC
- Advantage on saving throws

Actions

Multiattack. The shardsoul slayer makes two slam attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) bludgeoning damage plus 1 point of Wisdom drain. The Wisdom drain is cumulative. If a creature is reduced to 0 Wisdom, they die. Wisdom is regained after a long rest or the appropriate spell.

Shocker Lizard
Small beast, neutral

Armor Class 13
Hit Points 12 (2d6+2)
Speed 40 ft., climb 20 ft., swim 20 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10(+0)</td>
<td>15(+2)</td>
<td>13(+1)</td>
<td>2(-4)</td>
<td>12(+1)</td>
<td>6(-2)</td>
</tr>
</tbody>
</table>

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages
Challenge 1 (200 XP)

Lethal Shock. Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft. and is centered on one of the contributing lizards. It deals 8 (2d8) lightning damage with a DC 13 Dexterity saving throw to halve the damage. Each additional lizard that contributes adds an additional 2d8 damage up to a maximum of 12d8.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 6 (1d4) piercing damage.

Stunning Shock. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 8 (2d8) lightning damage with a DC 13 Dexterity saving throw to halve the damage.
Skull Lord
Medium undead, lawful evil

Armor Class 16 (breastplate)
Hit Points 99 (12d8+36)
Speed fly 30 ft.

Skills Stealth +7, Perception +5
Damage Resistances necrotic
Damage Immunities poison, cold
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Draconic
Challenge 7 (2,900 XP)

Turn Resistance. The skull lord receives advantage on saving throws to resist turning

Triple Skulls. Each round, as a reaction, a skull lord can use one of these abilities: bone beckon, bone shard, or create servitor.

Bone Beckon. A skull lord can use its beckoning skull to bring forth fragments of bone from the body of an opponent within 30 feet that has a skeletal system. The creature must succeed on a DC 14 Wisdom saving throw or take 6 (2d6) points of piercing damage as the shards are torn from its body. A skull lord can instantaneously cause the shards to be absorbed by a corporeal undead of its choice within 30 feet (including itself). The chosen undead heals 5 points of damage. A skull lord can hold the shards in the mouth of its spitting skull

Bone Shard. A skull lord’s spitting skull can spit shards of bone from its mouth. If a skull lord has used the bone beckon ability to hold bone shards wrenched from a creature, it can fire those shards with this ability. If the skull lord fires bone shards at the same creature the shards were taken from, the bone shard attack automatically hits. A skull lord must make this special bone shard attack in the round immediately after it brings forth the shards with its bone beckon ability.

Create Servitor. A skull lord’s creator skull can create a skeleton from nearby bones and bone shards. This skeleton can have a CR of 3 or 4. Undead created are automatically under control of the skull lord.

Actions
Multiattack. The skull lord makes three bone staff attacks or one bone shard attack.

Bone Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d6) bludgeoning damage plus 3 (1d6) cold damage

Bone Shard. Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. Hit: 3 (1d6) piercing damage plus 3 (1d6) cold damage
**Sorrowsworn**

*Large fiend (demon), chaotic evil*

<table>
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<tr>
<th>Armor Class</th>
<th>20 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>256 (18d10+144)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., fly 80 ft.</td>
</tr>
</tbody>
</table>

**STR** 24(+7)  | **DEX** 17(+3) | **CON** 26(+8) | **INT** 20(+5) | **WIS** 22(+6) | **CHA** 21(+5) |

**Skills**
- Persuasion +11
- Concentration +14
- Perception +12

**Saving Throws**
- Constitution +14
- Wisdom +12

**Damage Resistance**
- Acid, cold, fire, bludgeoning, piercing and slashing weapons that are not cold iron

**Damage Immunities**
- Poison, lightning

**Condition Immunities**
- Poisoned

**Senses**
- Darkvision 60 ft., passive Perception 22

**Languages**
- Abyssal, celestial, common, dwarvish, elvish, giant, goblin, telepathy 120 ft.

**Challenge**
- 17 (18,000 XP)

**Innate Spellcasting.** The sorrowsworn can innately cast the following Intelligence based spells (DC 19, +11 attack)
- At will: detect magic, invisibility, teleport
- 3/day: blight, dispel magic (5th level)
- 1/day: feeblemind, plane shift, weird

**Area of Loss.** A sorrowsworn demon radiates feelings of intense personal loss. Any creature within 30 feet of a sorrowsworn demon must make a DC 19 Wisdom saving throw or be overwhelmed with feelings of despair as they continually visualize the most terrible losses they’ve ever endured or can imagine happening. These feelings manifest as a disadvantage on attack rolls, saving throws, and skill checks. In addition, due to the distracting nature of the aura, any affected creatures that attempt to cast spells must succeed on a Concentration check (DC 19) to avoid losing the spell. This ability lasts for as long as affected creatures remain within the area of the aura and for 2d6 rounds after they leave. Creatures that leave the aura and reenter must make another save upon reentry or be affected once more, regardless of whether they made their initial saving throw. The sorrowsworn demon can suppress or activate this ability at will as a reaction. This is a mind-affecting ability. The save DC is Charisma-based.

**Whispers of Loss.** A sorrowsworn can focus on one target within 60 feet and can apply one of the following effects as a bonus action while in combat. Each effect requires a DC 19 Wisdom save to negate.
- **Future Sorrow:** The demon whispers of losses to come and target becomes stunned until the end of its next turn.
- **Great Emptiness:** The demon whispers of great losses in history that causes confusion the target as the spell
- **Past Losses:** The demon describes the target creatures past losses and the target is paralyzed for 3 rounds.

**Actions**

**Multiattack.** The sorrowsworn makes three glaive attacks or two claw and one bite attack.

**+2 Glaive. Melee Weapon Attack:** +15 to hit, reach 10 ft., one creature. Hit: 17 (2d8+9) slashing damage.

**Claw. Melee Weapon Attack:** +13 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) slashing damage.

**Bite. Melee Weapon Attack:** +13 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage plus 1 Constitution point of damage.
**Spawn of Juiblex, Lesser**

*Large elemental, chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>84 (8d10+32)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., climb 30 ft.</td>
</tr>
</tbody>
</table>

**Damage Resistances**
- bludgeoning, piercing and slashing from nonmagical attacks

**Damage Immunities**
- poison

**Condition Immunities**
- grappled, exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses**
- darkvision 60 ft., blindsight 60 ft., passive Perception 11

**Languages**
- Aquan

**Challenge**
- 6 (2,300 XP)

**Sludge Form.** The spawn flows like thick, muddy water as it moves. Its movement never provokes opportunity attacks. It ignores difficult terrain and can freely pass through other creatures’ spaces, though it cannot end its movement in such a place. If a lesser spawn of Juiblex enters a living creature’s space, that creature must attempt a DC 14 Constitution saving throw. On a failed save, the creature takes 2d6 points of poison damage and is poisoned for 1 round. On a successful save, the creature takes half damage and is not poisoned. The save is Constitution based.

**Slimy Infestation.** When a spawn of Juiblex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn’s turn, it can animate the slime covering all foes within 100 feet as a bonus action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if no other creatures are in reach). It makes a +4 slam attack with an attack dealing 6 (1d8+2) points of bludgeoning damage. A creature afflicted by slimy infestation can remove the slime as an action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage.

**Actions**

**Multiattack.** The spawn makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., one creature. Hit: 8 (2d8 + 5) bludgeoning damage plus make a DC 14 Constitution saving throw or have slimy infestation.
Spawn of Juiblex, Greater
Huge elemental, chaotic evil

Armor Class 16 (natural)
Hit Points 148 (11d12+66)
Speed 40 ft., climb 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>24(+7)</td>
<td>10(+0)</td>
<td>22(+6)</td>
<td>6(-2)</td>
<td>15(+2)</td>
<td>10(+0)</td>
</tr>
</tbody>
</table>

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities grappled, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., blindsight 60 ft., passive Perception 12
Languages Aquan
Challenge 10 (5,900 XP)

Sludge Form. The spawn flows like thick, muddy water as it moves. Its movement never provokes opportunity attacks. It ignores difficult terrain and can freely pass through other creatures’ spaces, though it cannot end its movement in such a place. If a lesser spawn of Juiblex enters a living creature’s space, that creature must attempt a DC 18 Constitution saving throw. On a failed save, the creature takes 4d6 points of poison damage and 1 point of Constitution damage. On a successful save, the creature takes half damage and does not take the Constitution damage. The save is Constitution-based.

Slimy Infestation. When a spawn of Juiblex deals damage to a creature with its slam or orb attack, it covers its target with a thick coat of slime. At the start of the spawn’s turn, it can animate the slime covering all foes within 100 feet as a bonus action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if no other creatures are in reach). It makes a +6 slam attack with an attack dealing 6 (1d8+4) points of bludgeoning damage. A creature afflicted by slimy infestation can remove the slime as an action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage.

Horrific Presence. Any creature that starts its turn adjacent to a greater spawn of Juiblex must succeed on a DC 18 Constitution saving throw or be forced to move 10 feet away from the monster. This movement does not provoke opportunity attacks and does not count toward the victim’s regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

Actions
Multiattack. The spawn makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 15 ft., one creature. Hit: 19 (3d8 + 7) bludgeoning damage plus make a DC 18 Constitution saving throw or have slimy infestation.

Sludge Orb. Range Weapon Attack: +5 to hit, range 20/40 ft., one creature. Hit: 8 (2d8) bludgeoning damage plus make a DC 18 Constitution saving throw or have slimy infestation.
**Steelwing**

*Huge monstrosity, neutral*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>190 (15d12+80)</td>
</tr>
<tr>
<td>Speed</td>
<td>50 ft., fly 120 ft.</td>
</tr>
</tbody>
</table>

**STR** 24(+7)  | **DEX** 24(+7)  | **CON** 22(+6)  | **INT** 6(-2)  | **WIS** 16(+3)  | **CHA** 18(+4)  |

**Skills**
- Perception +8

**Saves**
- Constitution +11, Dexterity +12

**Damage Immunities** cold

**Damage Resistances** slashing, piercing, and bludgeoning from nonmagical attacks that are not adamantine

**Senses** passive Perception 18

**Languages** Common

**Challenge** 14 (11,500 XP)

**Superior Critical.** The wing and razor feather attacks from the steelwing score a critical hit on a roll of 18-20.

**Razorfeather Shield.** A steelwing generates a storm of razorfeathers around its body. At the beginning of a steelwing’s turn, any creature within 5 feet of it takes 15 (5d6) points of slashing damage. In addition, the storm of whirling steel feathers imposes disadvantage on all ranged attacks.

**Actions**

**Multiattack.** The steelwing makes two talon attacks, 2 wing attacks and 1 bite attack or three razor feathers attacks.

**Talon. Melee Weapon Attack:** +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) piercing damage.

**Wing. Melee Weapon Attack:** +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) slashing damage.

**Bite. Melee Weapon Attack:** +12 to hit, reach 15 ft., one creature. Hit: 13 (2d6+7) slashing damage.

**Razor Feathers. Melee Ranged Attack:** +12 to hit, range 50/100 ft., one creature. Hit: 11 (1d8+7) slashing damage.

**Hail of Razor Feathers (Recharge 5-6).** As a standard action, a steel wing can cast a 60-foot cone of its razorfeathers. Creatures caught in the area must succeed on a DC 19 Dexterity saving throw or take 45 (15d6) points of slashing damage. A successful save takes half damage.

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**Stonechild**

*Medium humanoid, neutral good*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>21 (2d8+8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** 19(+4)  | **DEX** 10(+0)  | **CON** 19(+4)  | **INT** 12(+1)  | **WIS** 11(+1)  | **CHA** 8(-1)  |

**Skills**
- Perception +3

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 13

**Languages** Common, Terran

**Challenge** 1 (200 XP)

**Actions**

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

**Magic Stone.** *Melee Ranged Attack:* +2 to hit, range 50/100 ft., one creature. Hit: 3 (1d4+1) piercing damage.
### Thaskor

Large monstrosity, lawful evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>19 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>147 (13d10+65)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

| STR        | 25(+7) |
| DEX        | 10(+0) |
| CON        | 21(+5) |
| INT        | 12(+1) |
| WIS        | 13(+1) |
| CHA        | 16(+3) |

**Skills**
- Intimidate +3
- Stealth +3

**Damage Resistances**
- acid, cold, lightning, fire
- bludgeoning, slashing, and piercing nonmagical weapons

**Damage Immunities**
- poison

**Condition Immunities**
- poisoned

**Senses**
- darkvision 60ft., passive Perception 11

**Languages**
- -

**Challenge**
- 9 (5,000 XP)

**Actions**

**Slam. Melee Weapon Attack:** +11 to hit, reach 10 ft., one creature. Hit: 15 (2d8+7) bludgeoning damage.

**Trumpeting Blast (Recharge 5-6).** The thaskor can emit a trumpeting blast in a 10 ft. cone as a bonus action. Targets in that area must make a DC 17 Constitution saving throw or be stunned until the end of the thaskor’s next turn. The save is Constitution based.

### Thoqqua

Medium beast, neutral

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>21 (3d8+3)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., burrow 20 ft.</td>
</tr>
</tbody>
</table>

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

**Damage Immunities**
- fire

**Senses**
- tremorsense 60ft., darkvision 60ft., passive Perception 11

**Languages**
- -

**Challenge**
- 2 (450 XP)

**Heat.** Any creature within 5 feet of the thoqqua when they activate takes 3 (1d6) fire damage.

**Actions**

**Slam. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6+2) bludgeoning damage plus 6 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.
**Tojanida**  
*Medium elemental, neutral*

<table>
<thead>
<tr>
<th>Armor Class</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>52 (7d8+14)</td>
</tr>
<tr>
<td>Speed</td>
<td>10 ft., swim 90 ft.</td>
</tr>
</tbody>
</table>

**STR** 16(+3)  
**DEX** 13(+1)  
**CON** 15(+2)  
**INT** 10(+0)  
**WIS** 12(+1)  
**CHA** 9(-1)

**Damage Immunities**  
acid, cold

**Damage Resistances**  
lightning, fire

**Senses**  
darkvision 60ft., passive Perception 11

**Languages**  
Aquan

**Challenge**  
5 (1,800 XP)

**Actions**

**Multiattack.** The tojanida makes two claw attacks and one bite attack.

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

**Bite.**  
*Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 11 (2d8+3) piercing damage.

**Ink Cloud (Recharge 6).** The tojanida can emit a spherical cloud of jet-black ink with a radius of 30 ft. as a reaction. The effect is like a *fog cloud* spell. Out of water, the ink comes out in a stream and can be used to blind a creature for 1 round unless they make a DC 13 Dexterity saving throw.

---

**Ulgurstasta**  
*Gargantuan undead, chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>230 (17d20+34)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

**STR** 24(+7)  
**DEX** 15(+2)  
**CON** 14(+2)  
**INT** 18(+4)  
**WIS** 16(+3)  
**CHA** 19(+4)

**Skills**  
Intimidate +8, Perception +7

**Damage Resistances**  
necrotic

**Damage Immunities**  
poison, cold, acid

**Condition Immunities**  
charmed, exhaustion, poisoned

**Senses**  
passive Perception 17

**Languages**  
Understand common

**Challenge**  
11 (7,200 XP)

**Turn Resistance.** The ulgurstasta receives advantage on saving throws to resist turning

**Breath Weapon (1/day).** An ulgurstasta can regurgitate the contents of its stomach. This results in a 60 ft. cone of necromantic acid. Anyone in the cone’s path must make a DC 14 Dexterity saving throw or take 9 (3d6) points of Constitution drain. A successful save nets only 3 (1d6) Constitution drain. Creatures killed in this manner animate in the next round as skeletons under the ulgurstasta’s control. Any dormant skeletons in the ulgurstasta’s gut are vomited up as well and animate and attack all but the ulgurstasta.

**Swallow Whole.** An ulgurstasta can swallow a single creature that it has grappled by making another successful grapple check. Once inside the ulgurstasta, the opponent is bathed in necromantic acid. A successful escape check allows the swallowed creature to climb out of the stomach and return to the ulgurstasta’s maw where another escape check is needed to get free. A swallowed creature can try to cut its way out doing 25 points of damage to create an opening large enough to escape through.

**Necromantic Acid.** A swallowed creature takes 1d8 points of Constitution drain each round.

**Spawn Skeletons.** As a full round action, an ulgurstasta can regurgitate dormant skeletons. At any one time, it has 2d4 skeletons of various sizes in its gut. These undead obey the mental commands without fail and can function in the round after regurgitation.

**Tendrils.** The millions of pores on an ulgurstasta’s body provide it with a deadly defense. Each pore contains a coiled 40 ft. long tendril. When the creature is angered, the tendrils extend to their full range and whip about in a frenzy. This renders the ulgurstasta immune to nonmagical ranged weapons and deals 6 (1d12) points of slashing damage per round to any creature within 40 ft. It also imposes disadvantage on melee attacks against the ulgurstasta.

**Actions**

**Bite.**  
*Melee Weapon Attack:* +11 to hit, reach 20 ft., one creature. Hit: 16 (3d6+7) piercing damage and grappled (escape DC 17)
**Vargouille**

*Small monstrosity, neutral evil*

**Armor Class** 12 (natural)

**Hit Points** 7 (1d6+1)

**Speed** fly 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10(+0)</td>
<td>13(+1)</td>
<td>12(+1)</td>
<td>5(-3)</td>
<td>12(+1)</td>
<td>8(-1)</td>
</tr>
</tbody>
</table>

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal

**Challenge** 1/4 (50 XP)

**Actions**

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage and must make a DC 11 Constitution saving throw or be poisoned and unable to recover hit points.

**Shriek (Recharge 6).** The vargouille can emit a terrible shriek. Any creature within 60 ft., except other vargouilles, must make a DC 11 Constitution saving throw or become paralyzed for 1 minute, or until the vargouille attacks them or leaves their sight. Affected creatures can save at the end of their turns. If the save is successful, then the creature is immune to the vargouille shriek for 24 hours.

**Kiss.** The vargouille can kiss a paralyzed creature with a successful bite attack. The affected creature must succeed at a DC 11 Constitution saving throw or begin a transformation into a vargouille within 24 hours. A *remove disease* is required to remove the effect.
**Verbeeg**  
Large giant, neutral evil

| Armor Class | 12 (natural) |
| Hit Points | 49 (5d10+15) |
| Speed | 40 ft. |

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>21(+5)</td>
<td>8(-1)</td>
<td>17(+3)</td>
<td>10(+0)</td>
<td>12(+1)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

Senses Athletics +7, Perception +3  
Senses passive Perception 13  
Languages Giant  
Challenge 4 (1,100 XP)

**Actions**  
**Greatclub.** Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) bludgeoning damage.

---

**Vitreous Drinker**  
Medium undead, neutral evil

| Armor Class | 17 (natural) |
| Hit Points | 101 (14d8+28) |
| Speed | fly 30 ft. |

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>12(+1)</td>
<td>19(+4)</td>
<td>14(+2)</td>
<td>18(+4)</td>
<td>15(+2)</td>
<td>16(+3)</td>
</tr>
</tbody>
</table>

Skills Concentration +6, Intimidation +6, Perception +5  
Saves Dexterity +8, Wisdom +6  
Damage Resistances necrotic  
Damage Immunities poison  
Condition Immunities charmed, exhaustion, poisoned  
Senses darkvision 120ft., passive Perception 15  
Languages Abyssal, Common, Draconic  
Challenge 11 (7,200 XP)

**Turn Resistance.** The vitreous drinker receives advantage on saving throws to resist turning.

**Innate Spellcasting.** The vitreous drinker can innately cast the following Wisdom based spells (spell save DC 14, attack +6)  
At will: arcane eye, detect thoughts, tongues  
3/day: eyebite, vampiric touch  
1/day: dimension door, finger of death

**Actions**  
**Multitack.** The vitreous drinker makes two tongue lash attacks.

**Tongue Lash.** Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (2d4+4) bludgeoning damage and target must make a DC 15 Constitution saving throw or become blinded until cured or vitreous drinker is destroyed.

**Horrifying Visage.** Each non-undead creature within 60 feet of the vitreous drinker that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also poisoned. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target’s saving throw is successful or the effect ends for it, the target is immune to this creature’s Horrifying Visage for the next 24 hours. A creature is poisoned until the vitreous drinker is destroyed.
**Voor**  
*Medium monstrosity, chaotic evil*

**Armor Class** 16 (natural)  
**Hit Points** 24 (3d8+6)  
**Speed** 40 ft.

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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</thead>
<tbody>
<tr>
<td>16(+3)</td>
<td>17(+3)</td>
<td>14(+2)</td>
<td>7(-3)</td>
<td>11(+0)</td>
<td>14(+2)</td>
</tr>
</tbody>
</table>

**Skills**  
Stealth +5  
Senses darkvision 60 ft., passive Perception 10

**Languages** Abyssal  
**Challenge** 3 (700XP)

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

**Shadow Form (1/day).** The voor can assume the form of a living shadow for up to 10 minutes. In this form, it is resistant to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks and has condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.

**Shadow Jump (1/day).** The voor can travel between shadows as if by a dimension door spell. The starting and ending point of the jump must be in shadow and no further than 60 ft. in distance.

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

**Actions**  
**Multiattack.** The voor makes two claw attacks and one bit attack.

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

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. Hit: 7 (2d4+3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

---

**Wendigo**  
*Medium fey, chaotic evil*

**Armor Class** 15  
**Hit Points** 39 (4d8+16)  
**Speed** fly 120 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>12(+1)</td>
<td>20(+5)</td>
<td>18(+4)</td>
<td>10(+0)</td>
<td>15(+2)</td>
<td>20(+5)</td>
</tr>
</tbody>
</table>

**Skills**  
Stealth +7, Concentration +6  
**Damage Resistances** fire  
**Damage Immunities** cold

**Languages** Abyssal  
**Challenge** 5 (1,800XP)

**Regeneration.** The wendigo regains 5 hit points at the start of its turn. If the wendigo takes acid or fire damage, this trait doesn’t function at the start of the wendigo’s next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn’t regenerate.

**Ravenous Bite.** The wendigo’s bite threatens a critical on a natural roll of 18-20

**Spellcasting.** The wendigo is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit). The wendigo has the following sorcerer spells prepared.

**Cantrips:** (at will): chill touch, dancing lights, ray of frost, shocking grasp, true strike  
1st (4 slots): detect magic, magic missile, shield  
2nd (2 slots): invisibility, mirror image

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

**Maddening Whispers (1/day).** The wendigo uses this ability on one target within 120 ft. The victim must make a DC 15 Wisdom saving throw or lose 1d3 points of Wisdom. Lost Wisdom is regained after a long rest.

**Actions**  
**Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. Hit: 7 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract cackle fever.
**Whitespawn Hordeling**  
*Small monstrosity (spawn of Tiamat), chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>11 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>14 (2d6 + 4)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., fly 20 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**  
11(+0) | 10(+0) | 14(+2) | 4(-3) | 9(-1) | 9(-1) |

**Skills**  
Acrobatics +2, Perception +1

**Damage Immunities** cold

**Damage Vulnerability** fire

**Senses** darkvision 60 ft., passive Perception 11

**Languages** -

**Challenge** 1 (200 XP)

**Actions**

**Multiattack.** The whitespawn hordeling makes one short sword attack and one bite.

**Short Sword.** **Melee Weapon Attack:** +2 to hit, reach 5 ft., one creature. Hit: 3 (1d6) piercing damage plus 6 (2d6) fire damage.

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

**Cold Breath (Recharge 5-6).** The whitespawn hordling can breathe a 30 ft. cone of cold. Creatures in that area must make a DC 12 Dexterity saving throw or take 6 (2d6) cold damage with a save reducing it to half. The save DC is Constitution-based.

---

**Whitespawn Hunter**  
*Medium monstrosity (spawn of Tiamat), chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13 (natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>45 (6d8 + 12)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**  
15(+2) | 12(+1) | 14(+2) | 8(-1) | 13(+1) | 10(+0) |

**Skills**  
Survival +3, Perception +3

**Damage Immunities** cold

**Damage Vulnerability** fire

**Condition Immunities** paralyzed, sleep

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Ice Step.** Whitespawn hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

**Actions**

**Multiattack.** The whitespawn hunter makes two melee or one ranged attacks.

**Ranseur.** **Melee Weapon Attack:** +4 to hit, reach 10 ft., one creature. Hit: 6 (2d4+2) slashing damage.

**Shortbow.** **Ranged Weapon Attack:** +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
**Whitespawn Iceskidder**  
*Large monstrosity (spawn of Tiamat), chaotic evil*

**Armor Class** 16 (natural)  
**Hit Points** 94 (9d10 + 36)  
**Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>20(+5)</td>
<td>10(+0)</td>
<td>18(+4)</td>
<td>2(-4)</td>
<td>14(+2)</td>
<td>7(-2)</td>
</tr>
</tbody>
</table>

**Skills**  
- Athletics +8, Perception +5

**Damage Immunities** cold  
**Damage Vulnerability** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** -

**Challenge** 6 (2,300 XP)

*Ice Step.* Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

*Tiamat’s Blessing (Cold).* All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskidder gain immunity to cold.

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6+5) piercing damage.

**Cold Breath (Recharge 5-6).** The whitespawn iceskiddler can breathe a 30 ft. cone of cold. Creatures in that area must make a DC 15 Dexterity saving throw or take 18 (6d6) cold damage and are paralyzed with cold. A successful save ignores this effect and damage is reduced by half. The save DC is Constitution-based. The surfaces within the breath area are considered covered with ice and difficult terrain. Creatures must succeed on a DC 15 Acrobatics (Dexterity) check to avoid falling prone.

**Wicker Man**  
*Huge construct, neutral*

**Armor Class** 15 (natural)  
**Hit Points** 101 (12d12+36)  
**Speed** fly 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>22(+6)</td>
<td>8(-1)</td>
<td>16(+3)</td>
<td>4(-3)</td>
<td>10(+0)</td>
<td>2(-4)</td>
</tr>
</tbody>
</table>

**Damage Immunities** poison, fire, psychic; piercing weapon attacks  
**Condition Immunities** charmed, exhaustion, poisoned, frightened, paralyzed, petrified

**Senses** passive Perception 10

**Languages** Understands creator’s language

**Challenge** 11 (7,200 XP)

*Magic Immunity.* Wicker men are immune to all spells and spell-like abilities except as follows. Being in the area of an entangle spell when cast heals a wicker man 2d8 points of damage.

*Flaming Body.* When exposed to fire, a wicker man becomes sheathed in flames. Anyone within 30 ft. must make a DC 15 Constitution saving throw or take 3 (1d6) fire damage. Melee attacks by the wicker man deal an additional 6 (2d6) fire damage. Encaged creatures take 18 (6d6) fire damage each round. A wicker man set aflame lasts 10 minutes.

### Actions

**Multiattack.** The wicker man makes two slam attacks.

**Encage.** A wicker man can attempt to encage foes of Large or smaller size by making another successful grapple check against an already grappled creature. An engaged foe can force its way out with a successful opposed grapple check or deal 20 points of damage cutting its way out. Encaged creatures are not dealt damage unless the wicker man is enflamed.
**Wrackspawn**
Medium fiend, chaotic evil

- **Armor Class**: 14 (natural)
- **Hit Points**: 47 (4d8+24)
- **Speed**: 20 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>19(+4)</td>
<td>10(+0)</td>
<td>22(+6)</td>
<td>6(-3)</td>
<td>11(+0)</td>
<td>12(+1)</td>
</tr>
</tbody>
</table>

- **Skills**: Stealth +2, Intimidate +3
- **Saves**: Constitution +8
- **Damage Resistance**: fire
- **Condition Immunities**: blinded
- **Senses**: blindsight 120 ft., passive Perception 10
- **Languages**: understand Abyssal
- **Challenge**: 3 (700XP)

**Blind Senses.** The wrackspawn can’t use its blindsight while deafened and unable to smell.

**Actions**

- **Multiattack.** The wrackspawn makes one claw and one spear attack.
  
  **Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4+4) slashing damage.

  **Shortspear.** Melee or Ranged Weapon Attack: +6 or +2 to hit, reach 5 ft. or 20/60 ft., one creature. Hit: 7 (1d6+4) piercing damage and the target must make a DC 16 Constitution saving throw or take an additional 6 (2d6) necrotic damage and be poisoned. A successful save negates the poisoning and reduces the damage by half.

---

**Yeth Hound**
Medium beast, neutral evil

- **Armor Class**: 14 (natural)
- **Hit Points**: 24 (3d8+6)
- **Speed**: 40 ft., fly 60 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17(+3)</td>
<td>15(+2)</td>
<td>15(+2)</td>
<td>6(-3)</td>
<td>14(+2)</td>
<td>10(+0)</td>
</tr>
</tbody>
</table>

- **Damage Resistance**: bludgeoning, piercing, and slashing from nonmagical weapons that are not silver
- **Senses**: darkvision 60 ft., passive Perception 12
- **Languages**: understand Abyssal
- **Challenge**: 3 (700 XP)

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

**Keen Smell.** The yeth hound has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) piercing damage and the target must make a DC 13 Strength saving throw or be knocked prone.

  **Bay (Recharge 6).** A yeth hound can howl and cause all creatures within 60 ft. to make a DC 10 Charisma saving throw or be frightened for 1 minute. Target may save at the end of its turn.
**Yrthak**

*Huge beast, neutral*

**Armor Class** 17 (natural)
**Hit Points** 125 (12d12+36)
**Speed** 20 ft., fly 60 ft.

<table>
<thead>
<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
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<td>20(+5)</td>
<td>14(+2)</td>
<td>17(+3)</td>
<td>7(-3)</td>
<td>13(+1)</td>
<td>11(+0)</td>
</tr>
</tbody>
</table>

**Skills** Perception +5
**Condition Immunities** blinded
**Senses** blindsight 120 ft., passive Perception 15
**Languages** understand Abyssal
**Challenge** 9 (5,000 XP)

**Blind Senses.** The yrthak can’t use its blindsight while deafened.

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

**Actions**

**Multiattack.** The yrthak makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 8 (1d6+5) slashing damage.

**Thunder Lance.** *Melee Ranged Attack:* +6 to hit, range (60/60 ft.), one creature. Hit: 18 (6d6) thunder damage.

**Explosion.** A yrthak can fire its thunder lance at the ground up to 60 ft. away. This attack does 6 (2d6) piercing damage to all targets within 10 feet of the point of contact.
### Monsters by Challenge Rating

<table>
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<th>Monster</th>
<th>Challenge Rating</th>
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<tr>
<td>Poisoned Lizardfolk</td>
<td>1/4</td>
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<tr>
<td>Clockroach</td>
<td>1/2</td>
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<tr>
<td>Displacer Serpent</td>
<td>1/2</td>
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<td>Fiyr</td>
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<tr>
<td>Bloodhulk Fighter</td>
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