

LEGENDARY BESTIARY

LEGENDARY ACTIONS - CR 7 TO 9





Legendary Bestiary 3 - Version 1.0

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EBERRON: RISING FROM THE LAST WAR

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

LIVING CLOUDKILL (CR 7)

Arcane Rejuvenation. The living spell rolls to recharge its Spell Mimicry.

Horrors of the Last War. Any creature currently within a fog created by the living spell's Spell Mimicry must succeed on a DC 16 Wisdom saving throw or become frightened of the living spell until the end of their next turn.

Minor Mimicry. The living spell casts *ray of sickness* (spell save DC 16, +8 to hit).

TSUCORA QUORI (CR 7)

Body Hopper. The quori rolls to recharge its Possession.

Feast on Their Fear (Costs 2 Actions). The quori immediately ends any ongoing frightened conditions it has inflicted and gains 5 temporary hit points for each condition ended in this way.

Nightmare Manipulator. The quori targets one creature it can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or have disadvantage on any effect that would cause the target to become frightened until the end of their next turn.

WARFORGED TITAN (CR 8)

Destructive Charge. The warforged titan moves up to 40 feet in a straight line. The warforged titan makes Hammerfist attacks against all objects in its path, such as a wall or other fortification. If the warforged titan attacks an object and it is not destroyed, the warforged titan's movement stops at the object. This attack does not target carried or worn items such as weapons and armor.

Lumbering Charge. The warforged titan moves up to 40 feet in a straight line toward a target and makes a melee weapon attack. Attacks against the warforged titan have advantage until the end of its next turn.

Oil the Gears. The warforged titan rolls to recharge its Sweeping Axe.

HASHALAQ QUORI (CR 9)

Body Hopper. The quori rolls to recharge its Possession.

Empath. If the quori has used its Empathic Feedback reaction this round, it can take one additional reaction this round, which must be spent on Empathic Feedback.

Idyllic Suggestion. The quori casts suggestion on a target that is prone and laughing due to the quori's Idyllic Touch. The target has disadvantage on their saving throw against the spell. This expends one use of the quori's suggestion as if it had cast it using an action.



GUILDMASTER'S GUIDE TO RAVNICA

"MY CONSCIOUSNESS TRANSCENDS BOTH TIME AND SPACE. NOTHING IN RAVNICA ESCAPES MY NOTICE. SADLY, CLOSE TO NOTHING NEEDS MY ATTENTION. I WILL GIVE MY ENEMIES A THOUSAND YEARS TO TUNE THEIR MACHINATIONS."

— NIV-MIZZET

CHALLENGE RATING 7

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

BLOOD WITCH

Danse Macabre (Costs 2 Actions). The witch uses its Blood Witch Dance. If the target fails its saving throw, after moving up to 30 feet, the affected creature also falls prone and takes 7 (2d6) necrotic damage.

False Life. The witch casts the *false life* spell. Creatures within 15 feet of the witch take 1 necrotic damage.

Kick the Downtrodden. The witch makes a Longsword attack against a prone creature.

DRUID OF THE OLD WAYS

Cantrip. The druid casts a cantrip.

Echoes of the End-Raze (Costs 3 Actions). The druid summons haunting sounds of wailing creatures and crumbling cities. Creatures within 30 feet of the druid must succeed on a DC 16 Wisdom saving throw or take 9 (2d8) psychic damage. On a failed save, a target is frightened of the druid until the end of its next turn.

Fall to Ruin (Costs 2 Actions). The druid infuses its staff with the essence of destruction and makes a Quarterstaff attack. If it hits, the target must make a DC 16 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage successful one. On a failed save, the target is also poisoned until the end of its next turn. Constructs automatically fail the saving throw.

FIREFIST

Cantrip. The firefist casts a cantrip.

Commanding Strike. An ally within 15 feet of the firefist uses its reaction to make a melee weapon attack, which deals an additional 2 (1d4) fire damage.

Flaming Fist (Costs 3 Actions). The firefist makes an unarmed strike with all its might. A creature within 5 feet of the firefist must make a Strength saving throw, taking 10 (3d6) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the attack pushes a Medium or smaller creature 15 away from the firefist in a straight line.

FLUXCHARGER

Firestarter (Costs 3 Actions). Roll a d6. On a roll of 5 or 6, the fluxcharger innately casts the *scorching ray* spell.

Kugelblitz. The fluxcharger creates a ball of lighting at a point within 30 of it that remains until the end of its next turn. Creatures that start their turn within 5 feet of the kugelblitz take 1 lightning damage. The fluxcharger's Amplify Lighting ability applies to this ability.

Stormcaller (Costs 3 Actions). Roll a d6. On a roll of 6, the fluxcharger innately casts the *call lightning* spell.

CHALLENGE RATING 8

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

BLOOD DRINKER VAMPIRE

Attack. A target charmed by the vampire uses its reaction to make an attack against a creature that dealt damage to the vampire since the beginning of its last turn.

Bloodletting (Costs 2 Actions). A target charmed by the vampire uses its reaction to move up to its speed to the vampire. The vampire makes a Bite attack against the willing target.


I Will Return (Costs 3 Action). The vampire innately casts the *gaseous form* spell. It has a flying speed of 60 feet in its new form.

GLOAMWING

Breath of Death (Costs 3 Actions). The gloamwing exhales a necrotic miasma in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 18 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Draining Bite (Costs 2 Actions). The gloamwing makes a Bite attack against a target. On a hit, its rider regains hit points equal to half of the damage dealt.

Reposition. The gloamwing flies up to half of its speed.



DURING THE NIGHT, THE
FLUXCHARGER RAIDEN
GUARDS SECRET IZZET
LABORATORIES. DURING
THE DAY, IT VOLUNTEERS
TO GENERATE POWER
FOR A CHILDREN'S
HOSPITAL IN PRECINCT
SIX. HOPEFULLY, NOTHING
HAPPENS TO IT, ELSE THE
CHILDREN WILL SUFFER.

GUARDIAN GIANT

Battle Formation. The giant moves up to its speed but must end this movement within 10 feet of an ally.

Boros Impale (Costs 2 Actions). The giant makes a Spear attack. A Medium or smaller target must succeed on a DC 15 Dexterity saving throw or is impaled on the weapon and grappled (escape DC 15). Until this grapple ends, the target is restrained. The giant can have up to three targets grappled in this fashion.

Fling. The giant flings away all creatures impaled on its spear. They land prone at points within 60 feet of the giant, taking 7 (2d6) bludgeoning damage.

NIVIX CYCLOPS

Izzet Cannon (Costs 2 Actions). The cyclops shoots a beam of concentrated magic in a 360-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Strength saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. On a failed save, the target falls prone.

Overload (Costs 2 Actions). The cyclops overloads its equipment, which releases energy in a volatile manner. The cyclops and each creature within 15 feet of the cyclops must make a DC 15 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one. A target that fails the saving throw by 5 or more is stunned until the beginning of its next turn.

Spell Eater. The cyclops drains magic from its environment. If a creature within 120 feet of the cyclops is concentrating on a spell, it must succeed on a DC 15 Constitution saving throw or it loses concentration on the spell. The cyclops regains 11 (2d10) hit points for each spell ended this way.

CHALLENGE RATING 9

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

CONCLAVE DRYAD

Ensnaring Strike. The dryad innately casts the *ensnaring strike* spell (spell save DC 17). The dryad does not need to maintain concentration on the spell.

Magic Void. The dryad rolls to recharge its Suppress Magic action.

Siphon Magic. The dryad heals a target within 120 feet of her for 7 (2d6) hit points for each item affected by its Suppress Magic.

MASTER OF CRUELITIES

Crown of Madness. The master casts the *crown of madness* spell or fulfills the requirement to maintain the spell.

Fall and Pray. The master rolls to recharge its Captivating Presence action.

Let the Festival Begin (Costs 2 Actions). The master chooses a target within 60 of it and makes a Charisma (Performance) check. The target must succeed on a DC 17 Charisma saving throw or take the result of the check as psychic damage and is stunned until the end of its next turn.

SHADOW HORROR

Glide. The horror moves up to its speed.

Grave Chill (Costs 2 Actions). A creature that shares a space with the horror takes 10 (3d6) cold damage and must succeed on a DC 15 Constitution saving throw or its speed becomes 0. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Shadow Stride. The horror uses its Shadow Stride ability.

MONSTER MANUAL

"WHAT WOULD THE WORLD BE WITHOUT DRAGONS TO GUT AND SPIDERS TO SLAY? OUTRAGEOUSLY BORING IS THE ANSWER. HUNTING CREATURES FOR THEIR BITS IS NEITHER A SPORT NOR A PROFESSION. IT IS UNDILUTED ART."

— GON, HUNTER

CHALLENGE RATING 7

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

BLUE SLAAD

Advanced Phage (Costs 2 Actions). The slaad targets a creature within 30 feet infected with its chaos phage, forcing the target to make a DC 15 Constitution saving throw. If the target fails and they cannot cast 3rd-level or higher spells, they have disadvantage on ability checks and attack rolls until the end of their next turn. If the target can cast spells of 3rd-level or higher, they lose one of their highest level available spell slots.

Grapple. The slaad attempts to grapple (+8 to hit, reach 5 ft., escape DC 16) a Huge or smaller target within reach. While grappling a target, the slaad cannot use one of its Claw attacks.

Planar Infusion. The slaad targets a point it can see within 30 feet of it, calling a small piece of the plane of Limbo to fill a 10-foot-radius sphere around the point. Roll a d4 and consult the table below for the effect. The area persists until the end of the slaad's next turn. No two effects can overlap, although the slaad can have multiple effects active at one time.

PLANAR INFUSION

d4	Effect
1	The ground warps into chaotic shapes becoming difficult terrain.
2	Gravity is reversed in the area. Any creature who enters the area or starts their turn there floats upward 10 feet as if affected by the <i>levitation</i> spell.
3	Anytime a spell is cast in the area, roll on the sorcerer's Wild Magic Surge table (PHB, page 104).
4	A storm of fire and lightning erupts, dealing 3 (1d6) fire and 3 (1d6) lightning damage and igniting flammable objects in the area.

DROW MAGE

Call to the Abyss (Costs 2 Actions). The drow offers up some of its own lifeforce to empower its summons. The drow takes 2d6 necrotic damage (this damage cannot be reduced in any way) and increases the drow's chance to summon a shadow demon to 75 percent if used once, or 100 percent if used twice, for the next minute.

Cantrip. The drow casts a cantrip.

Demonic Drain (Costs 2 Actions). The drow targets a demon summoned by the drow's Summon Demon action and drains it of its essence. The demon has disadvantage on attack rolls until the end of its next turn. Until the end of the drow's next turn, its Intelligence score increases to 20 (spell save DC 16, +8 to hit with spell attacks).

GIANT APE

Grapple. The ape attempts to grapple (+9 to hit, reach 10 ft., escape DC 17) a Huge or smaller target. While grappling a target, the ape cannot use one of its Fist attacks.

Intimidating Display (Costs 2 Actions). The ape pounds its chest, bares its teeth, and howls. Any creature within 20 feet that can see and hear the ape must succeed on a DC 15 Wisdom saving throw or become frightened of the ape until the end of their next turn.

Thunderous Leap (Costs 2 Actions). The ape leaps up to 30 feet landing in an unoccupied space. Any creature within 5 feet of the ape when it lands must succeed on a DC 17 Strength saving throw or be knocked prone.

GRICK ALPHA

Slither. The grick moves up to its speed and takes the Hide action.

Tentacle Pincer (Costs 2 Actions). The grick makes a Tentacle attack that grapples (escape DC 15) a Medium or smaller target on a hit. As long as it has a target grappled, the grick can't use its Tentacle attack.

Venom Mutation (Costs 2 Actions). The grick makes a poisoned Beak attack against a grappled target. On a hit, the target must succeed on a DC 15 Constitution saving throw or takes an extra 18 (4d8) poison damage.

MIND FLAYER

Adaptive Defenses (Costs 2 Actions). The mind flayer selects up to four allied mind flayers within 15 feet of it and chooses one damage type that the mind flayer suffered damage from since the beginning of its last turn. The targets gain resistance to the chosen damage type until the end of their next turn.

Gather Energy. The mind flayer rolls to recharge its Mind Blast. If the mind flayer has killed a target with its Extract Brain since the beginning of its last turn, the roll automatically succeeds.

Stupor. The mind flayer targets a creature within 15 feet of it that is stunned by its Mind Blast. The target has disadvantage on their next saving throw to end the effects of Mind Blast.



ONI

Magic Blood. The oni casts one of its at-will spells.

Observe. The oni studies one target within 30 feet of it that it can see. The oni has advantage on the next attack roll it makes against the target until the end of the oni's next turn.

Reposition. The oni moves up to 30 feet, using either its walking or flying speed.

SHIELD GUARDIAN

Spell Recall. Roll a d6. On a result of 6, the guardian regains the use of its stored spell.

Stalwart Defender (Costs 2 Actions). The guardian makes a Fist attack against a creature within 5 feet of its master. If the attack hits, the guardian regains its reaction.

To Duty. The guardian moves up to 30 feet toward its master. This movement does not provoke opportunity attacks.

STONE GIANT

Athletic Poise. The giant gains a climbing speed of 40 feet until the end of its next turn. The giant can only be affected by this legendary action once per round.

Graceful Defense. The giant takes the Dodge action.

Written in Stone (Costs 2 Actions). The giant recalls an event foretold in stone portents. Roll a d20 and record the number rolled. The giant can replace any attack roll, saving throw, or ability check it makes before the end of its next turn with the recorded number.

YOUNG BLACK DRAGON

Ambush Predator. The dragon takes the Hide action.

Deep Breaths. The dragon rolls to recharge its Acid Breath.

Living Muck (While in Lair). The dragon targets a creature within 30 feet knocked prone from the surging waters of its lair. The water, mud, and muck seem to come alive and grapple the target (escape DC 15). If the water is deep enough, the target may begin suffocating.

Wicked Claws (Costs 2 Actions). The dragon makes a claw attack. If the attack hits, the target begins to bleed, taking 2 (1d4) damage at the start of each of their turns. A successful DC 15 Wisdom (Medicine) check or magical healing from any source ends the effect.

YOUNG COPPER DRAGON

Cautious Hunter. The dragon takes the Disengage action.

Deep Breaths. The dragon rolls to recharge its Breath Weapons.

Good Humored. The dragon casts *Tasha's hideous laughter* (spell save DC 13).

Mud to Stone (While in Lair, Costs 2 Actions). The dragon targets an area of mud created by its lair action, instantly hardening it and increasing the Strength DC to 20.

YUAN-TI ABOMINATION

Adaptive Manipulation. The yuan-ti exchanges one use of its *suggestion* spell for another use of its *fear* spell.

Insidious Poison. The yuan-ti targets a creature within 30 feet of it that it can see that has taken poison damage from the yuan-ti's Bite attack since the beginning of its last turn. The yuan-ti chooses one of the following: the target has disadvantage on its next attack roll or the target has disadvantage on its next saving throw.

Ophidian Charms (Costs 2 Actions). The yuan-ti issues a new suggestion to a target of its *suggestion* spell within 30 feet of it that can hear the yuan-ti.

CHALLENGE RATING 8

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

ASSASSIN

Flurry (Costs 2 Actions). If the assassin made two successful Shortsword attacks since the beginning of its last turn, it makes a Shortsword attack against a creature within reach.

Smoke Bomb. The assassin throws a small alchemical capsule toward a point within 30 feet of it. The capsule bursts open, creating a 20-foot-radius sphere of smoke. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Vanish. The assassin turns invisible and moves up to 30 feet. The assassin becomes visible at the end of this movement.



CHAIN DEVIL

Feast of Suffering (Costs 2 Actions). All Animated Chains within 60 feet of the devil that are grappling a creature regain 7 (2d6) hit points.

Infernal Lash. The devil makes an attack with one of its Animated Chains.

Unchained Fear. If the devil has used its Unnerving Mask reaction this round, it can take one additional reaction this round, which must be spent on Unnerving Mask.

Weakest Link. The devil destroys an Animated Chain it can see within 60 feet of it and regains 9 (2d8) hit points.

CLOAKER

Taste Their Fear. While attached to a target, the cloaker magically senses their deepest fears. The next saving throw the target makes against the cloaker's Moan has disadvantage.

Renewed Dread (Costs 2 Actions). The cloaker targets one creature within 30 feet of it that is immune to its Moan. The target loses their immunity to the cloaker's Moan.

Stalk. The cloaker Hides and flies up to 20 feet.

DROW PRIESTESS OF LOLTH

Call to the Abyss (Costs 2 Actions). The drow offers up some of her own lifeforce to empower her summons. The drow takes 2d6 necrotic damage (this damage cannot be reduced in any way) and increases the chance she summons a yochlol by 20 percent for the next minute. Multiple uses of this legendary action stack, increasing the chance by 20 percent each time.

Cantrip. The drow casts a cantrip.

Command (Costs 2 Actions). The drow issues a command to up to four other drow within 60 feet that can see and hear it. The targets can use their reaction to either move up to 30 feet or make an attack against a creature within reach.

FOMORIAN

Brutal Renewal. The fomorian makes one Greatclub attack with disadvantage. If the attack reduces the target to 0 hit points, the fomorian regains the use of its Curse of the Evil Eye.

Self Loathing. The fomorian uses its Evil Eye but its mind is flooded with visions of its own disfigured form. The fomorian loses hit points equal to half the damage dealt to the target.

Twisting Curse (Costs 2 Actions). The fomorian targets a creature within 30 feet affected by its Curse of the Evil Eye that the fomorian can see. The fomorian alters the curse, removing the normal effects and replacing them with one of the following options:

- ✦ The target's legs become twisted and ungainly. The target's speed is halved.
- ✦ The target's mind becomes clouded with horrible visions of a fomorian kingdom. The target has disadvantage on saving throws made to maintain concentration and has disadvantage on saving throws made against becoming frightened.
- ✦ The target's tongue withers in their mouth. The target has disadvantage on Charisma ability checks made when speaking. Additionally, when casting a spell with verbal components, the target must succeed on a DC 15 ability check using their spellcasting modifier or the spell isn't cast and the action and spell slot are wasted.

LARG AND MUG 1 4 3 6 DR



FROST GIANT

Howling Storm (Costs 2 Actions). The giant blows a warhorn, summoning the spirits of either five (2d4) **dire wolves** or one (1d2) **winter wolf** for 1 minute. The summoned creatures have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. The summoned creatures are loyal to the giant and defend it until they die. The giant cannot use this legendary action again until all summoned creatures are reduced to 0 hit points or are dismissed as an action.

Stormbreath (Costs 2 Actions). The giant bellows forth a mighty breath of ice and wind. A line of strong wind 60 feet long and 20 feet wide blasts from the giant in a direction it chooses. Each creature in the line must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the giant in a direction following the line. If a target fails their save by 5 or more, they are knocked prone at the end of the movement. Additionally, creatures in the line take 7 (2d6) cold damage.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Warleader. The giant commands up to three allied creatures within 60 feet of it that can hear the giant to use their reaction and move up to 30 feet toward a hostile creature.



LARG AND MUG 1 4 3 1 DR

GITHYANKI KNIGHT

Dimensional Swap. The githyanki switches places with a creature within 30 feet of it that it can see. Unwilling targets can resist the effect with a successful DC 13 Charisma saving throw.

Psionic Dervish. The githyanki moves up to 60 feet. This movement can be along walls, the ceiling, and over water and similar surfaces. The githyanki must end its movement on solid ground.

Telekinesis. If the githyanki is under the effects of their *telekinesis* spell, they cause one effect listed under the spell.

GREEN SLAAD

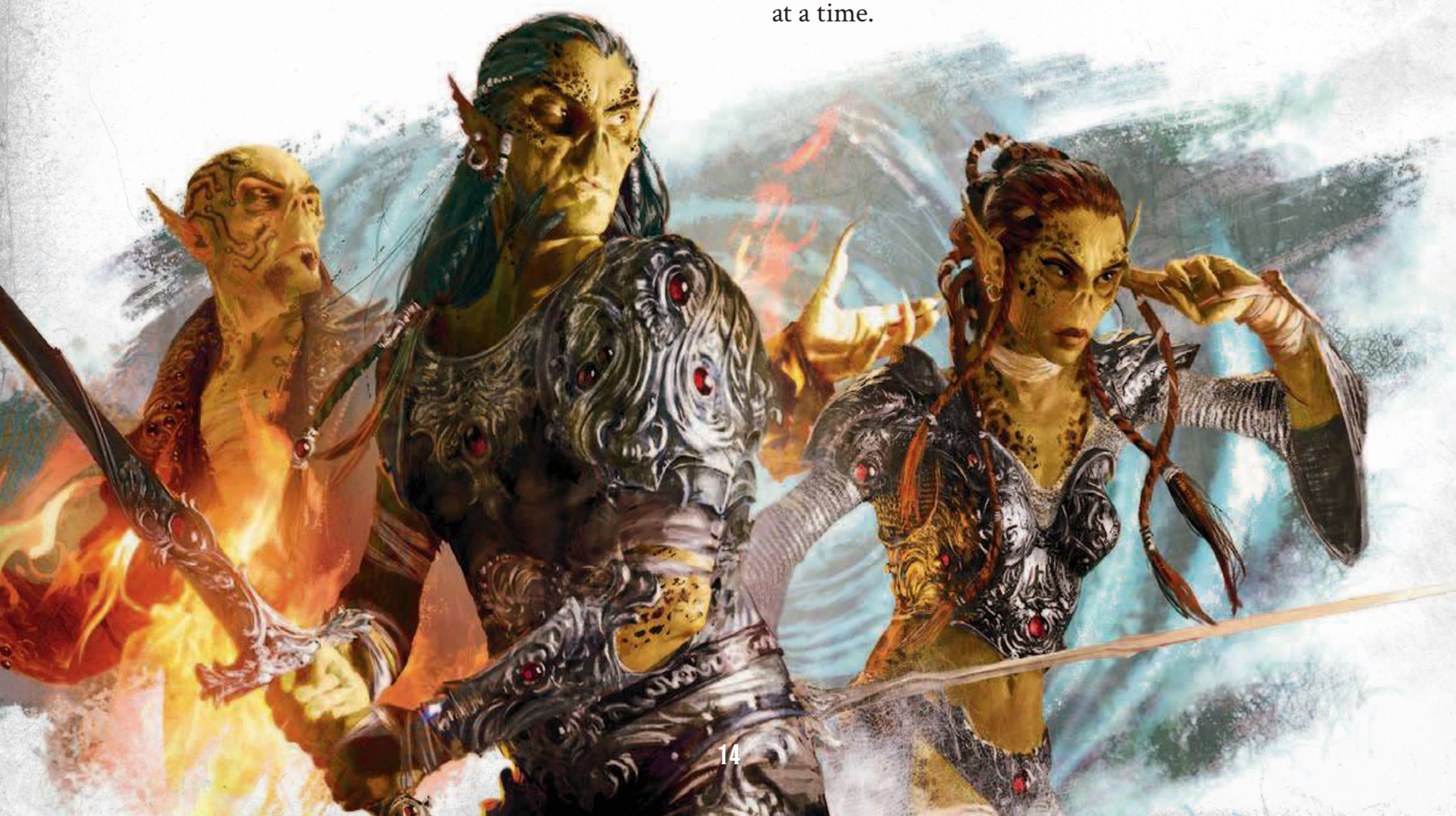
Chaotic Arcana. The slaad targets a creature that can cast spells it can see within 30 feet of it. The target must succeed on a DC 12 Charisma saving throw or cause their spellcasting to act erratically. If the target casts a spell before the end of their next turn, the spell is chosen randomly from other spells known or prepared of equal level. Once the spell is chosen, the target can determine where it originates, targets it affects, or any other variable.

Planar Infusion. The slaad targets a point it can see within 30 feet of it, calling a small piece of the plane of Limbo to fill a 10-foot-radius sphere around the point. Roll a d4 and consult the table below for the effect. The area persists until the end of the slaad's next turn. No two effects can overlap, although the slaad can have multiple effects active at one time.

PLANAR INFUSION

d4	Effect
1	The ground warps into chaotic shapes becoming difficult terrain.
2	Gravity is reversed in the area. Any creature who enters the area or starts their turn there floats upward 10 feet as if affected by the <i>levitation</i> spell.
3	Anytime a spell is cast in the area, roll on the sorcerer's Wild Magic Surge table (PHB, page 104).
4	A storm of fire and lightning erupts, dealing 3 (1d6) fire and 3 (1d6) lightning damage and igniting flammable objects in the area.

Spawning Call (Costs 2 Actions). The slaad attempts to reach into Limbo and pull forth an ally. The slaad has a 50 percent chance of summoning a red slaad into an unoccupied space it can see within 10 feet of it. The slaad can only have one red slaad summoned at a time.



HEZROU

Grasping Lunge. The hezrou makes a Claw attack with disadvantage. This attack has a reach of 10 feet.

Reckless Abandon. The hezrou gains advantage on all melee weapon attacks until the end of its next turn, but attack rolls against it have advantage until the end of its next turn.

Surging Stench. The hezrou's Stench trait extends an additional 10 feet. Any creature in the affected area must immediately make a saving throw versus the effects of the trait.

HYDRA

Barrel Through. The hydra moves up to 30 feet in a straight line. If it passes through any Large or smaller creature's space, the creature must succeed on a DC 16 Strength saving throw or be knocked prone.

Detect. The hydra makes a Wisdom (Perception) check.

Hatred. The hydra targets one creature it can see within 30 feet of it that dealt fire damage to the hydra since the end of its last turn. The hydra has advantage on its next attack roll against the target.

MIND FLAYER ARCANIST

Controlled Mind (Costs 3 Actions). The mind flayer creates a portion of its mind separated from the rest. The mind flayer can concentrate on up to two spells for 1 minute or until it becomes incapacitated. If the mind flayer fails a saving throw to maintain concentration, it loses concentration on all spells.

Gather Energy. The mind flayer rolls to recharge its Mind Blast. If the mind flayer has killed a target with its Extract Brain since the beginning of its last turn, the roll automatically succeeds.

Stupor. The mind flayer targets a creature within 15 feet that is stunned by its Mind Blast. The target has disadvantage on their next saving throw to end the effects of Mind Blast.

SPIRIT NAGA

Cantrip. The naga casts a cantrip.

Fallback. The naga Disengages and moves up to 30 feet.

Hypnotic Gaze. The naga targets a creature it can see and that can see the naga within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of its next turn.

UNBELIEVABLY ENOUGH, BRAINS ARE THE MOST COMPLEX STRUCTURES IN THE PLANES. NO WONDER THEN THAT MIND FLAYERS, ONE OF THE OLDEST RACES IN EXISTENCE, TREASURE THEM SO MUCH. FOR EXAMPLE, SLOONSJAN DISTILLS BRAIN FLUID, CREATING AN INVIGORATING DRINK WITH NOURISHING ELECTROLYTES THE FLAYERS CRAVE.



TYRANNOSAURUS REX

Move. The tyrannosaurus moves up to half its speed.

Primeval Roar (Costs 2 Actions). Creatures within 30 feet of the tyrannosaurus take 7 (2d6) thunder damage and must succeed on a DC 16 Charisma saving throw or take 7 (2d6) psychic damage.

Wildfire Breath (Costs 3 Actions). The tyrannosaurus exhales blue flames in a 120-foot line that is 10 feet wide. Each creature in the line must succeed on a DC 16 Dexterity saving throw or take 46 (4d12 + 20) fire damage.

YOUNG BRONZE DRAGON

Courageous Charge. The dragon moves up to 40 feet toward a hostile creature.

Deep Breaths. The dragon rolls to recharge its Breath Weapons.

Solid Fog (While in Lair). The fog cloud created by the dragon's lair action becomes as thick as mud. The area counts as difficult terrain.

Tactical Acumen (Costs 2 Actions). The dragon targets up to three allied creatures within 30 feet of it that can hear the dragon. The targets have advantage on the next attack roll before the end of their next turn.

XAIKIRALDRERROSS WAS A LIVELY GREEN DRAGON. POISONING LAKES, CREATURES, AND MINDS WERE ITS CALLING. IT ALSO INVENTED NEW POISONS, MORE DEADLY THAN ANY SEEN BEFORE. ONE MELTED THE BONES INSIDE OF LIVING CREATURES.

YOUNG GREEN DRAGON

Ambush Predator. The dragon moves up to 40 feet and takes the Hide action.

Bursting Wall (While in Lair). The wall of tangled brush created by the dragon's lair action fires a burst of thorns. Any creature within 10 feet of the wall must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Deep Breaths. The dragon rolls to recharge its Poison Breath.

Manipulation (Costs 2 Actions). The dragon casts suggestion (save DC 14).



CHALLENGE RATING 9

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

ABOMINABLE YETI

Freezing Gaze. The yeti targets one creature within 30 feet of it that it can see. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or its speed becomes 0 until the end of the target's next turn.

Icy Lungs. The yeti rolls to recharge its Cold Breath action.

Savage Bite (Costs 3 Actions). The yeti makes a special bite attack (+11 to hit, reach 5 feet), tearing the flesh from its victim and causing rapid blood loss. On a hit, the target takes 14 (2d6 + 7) piercing damage and must succeed on a DC 18 Constitution saving throw or takes an extra 10 (3d6) necrotic damage at the end of its next turn, unless it or a different creature uses their action to stop the bleeding.

BONE DEVIL

Barbed Sting (Costs 3 Actions). The devil makes a Sting attack. On a hit, the target must succeed on a DC 15 Strength or Dexterity saving throw or is grappled (escape DC 15).

Claw. The devil makes a Claw attack.

Killing Frenzy (Costs 2 Actions). Until the end of its next turn, the devil doesn't provoke opportunity attacks, and its flying speed increases to 60 feet.

CLAY GOLEM

Hardening. The golem gains a +1 bonus to its AC until the end of its next turn.

Quicken (Costs 3 Actions). Until the end of its next turn, the golem's speed increases to 60 feet. Additionally, its Slam attacks deal an extra 5 (1d10) bludgeoning damage.

Abnormal Speed. The golem rolls to recharge its Haste action.

CLOUD GIANT

Cloud Stride (Costs 2 Actions). The giant turns to mist and magically appears up to 60 feet away. Both the origin and the destination must be within a *fog cloud* spell.

Fog Cloud. The giant casts *fog cloud*.

Fog Eyes. Until the end of its next turn, areas affected by a *fog cloud* spell are only lightly obscured for the giant.

FIRE GIANT

Fire Wave (Costs 3 Actions). The giant stomps onto the ground, unleashing a 15-foot-high, 10-foot-wide wave of fire that flows away from it up to a range of 30 feet. Creatures in the affected area can use their reaction to run away from the wave, up to their speed in a straight line. Targets that don't use their reaction to leave the affected area take 33 (6d10) fire damage.

Produce Flame. The giant casts the *produce flame* cantrip (+11 to hit).

Red Dragon Punch (Costs 2 Actions). The giant makes a special attack (+11 to hit, reach 30 feet) that spews a dragon-shaped gout of flame from its fist. On a hit, a target takes 22 (4d10) fire damage.

GLABREZU

Darkness. The glabrezu casts *darkness*.

Restrain (Costs 2 Actions). A target grappled by one of the glabrezu's pincers becomes restrained. It remains restrained until the grapple ends.

Skullcrusher (Costs 3 Actions). The glabrezu makes a special bite attack against a target that it has grappled (+9 to hit). On a hit, the target takes 21 (3d10 + 5) piercing damage and must succeed on a DC 16 Intelligence saving throw or can't maintain concentration on spells for 1 minute.

GRAY SLAAD

Chaos Blade. The slaad's Greatsword attack deals an additional 7 (2d6) slashing damage against lawful creatures until the end of its next turn. When the slaad uses this legendary action, it immediately knows which creatures it can see are lawful.

Overpowering Strike. The slaad makes a Greatsword attack with disadvantage against a target within reach. On a hit, the target must succeed on a DC 15 Strength saving throw or fall prone.

Planar Infusion. The slaad targets a point it can see within 30 feet of it, calling a small piece of the plane of Limbo to fill a 10-foot-radius sphere around the point. Roll a d4 and consult the table below for the effect. The area persists until the end of the slaad's next turn. No two effects can overlap, although the slaad can have multiple effects active at one time.

PLANAR INFUSION

d4	Effect
1	The ground warps into chaotic shapes becoming difficult terrain.
2	Gravity is reversed in the area. Any creature who enters the area or starts their turn there floats upward 10 feet as if affected by the <i>levitation</i> spell.
3	Anytime a spell is cast in the area, roll on the sorcerer's Wild Magic Surge table (PHB, page 104).
4	A storm of fire and lightning erupts, dealing 3 (1d6) fire and 3 (1d6) lightning damage and igniting flammable objects in the area.

NYCALOTH

Confound. The nycaloth regains one image if it is affected by *mirror image*, up to a maximum of three images.

Festering Wound. The nycaloth targets a creature affected by its fiendish wound within 30 feet of it. The target must make a DC 13 Constitution saving throw or become poisoned until the end of their next turn.

Teleport. The nycaloth uses its Teleport action.



TREANT

Armor of the Wood. The treant roots itself in place, reducing its speed to 0. While rooted in place, allied creatures within 10 feet of the treant gain 10 temporary hit points at the start of their turn as bark-like armor forms over their bodies. The treant can end this effect as a free action on its turn.

Grasping Roots. The treant casts *entangle* (spell save DC 15).

To War! (Costs 2 Actions). The treant targets up to two trees it has animated within 60 feet of it. The trees can use their reaction to either move up to 30 feet toward a hostile creature or make a Slam attack.

YOUNG BLUE DRAGON

Deep Breaths. The dragon rolls to recharge its Lightning Breath.

Hatred. The dragon moves up to 40 feet toward a creature that has damaged the dragon since the end of its last turn. The dragon can make a Claw attack with disadvantage against the target if it is within reach.

Living Storm (While in Lair). The dragon moves a cloud of sand created by the dragon's lair action up to 20 feet.

Static Discharge. The dragon targets a creature that it can see within 60 feet that has moved at least 20 feet since the beginning of the target's last turn. A 10-foot-long arc of lightning lashes out from the target toward a creature within range. The arc's target must make a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

YOUNG SILVER DRAGON

Deep Breaths. The dragon rolls to recharge its Breath Weapons.

Frigid Fog (Costs 2 Actions, While in Lair). The fog cloud created by the dragon's lair action becomes deathly cold. Any creature in the cloud's area must succeed on a DC 15 Constitution saving throw or their speed is reduced to 0. If the target fails the saving throw by 5 or more, their speed is reduced to 0 and they gain a level of exhaustion. If a target is resistant or immune to cold damage, it is immune to this effect.

Glimmer (Costs 2 Actions). The dragon's silver scales shine brightly, demonstrating its noble nature. Creatures within 10 feet of the dragon must succeed on a DC 16 Wisdom saving throw or be charmed by the dragon until the end of their next turn.

Protector. The dragon moves up to 40 feet toward an allied creature. If the target is within 10 feet of the dragon, they gain a +2 bonus to their AC until the end of their next turn or until they move further than 10 feet from the dragon.



MORDENKAINEN'S TOME OF FOES

"DISGUSTING THINGS DWELL IN THE LOWER PLANES, BUT ESPECIALLY SO IN THE NINE HELLS. WITH EVERY STROKE OF THE QUILL, MY GUTS REVOLT, BUT IT MUST BE DONE."

— MORDENKAINEN

CHALLENGE RATING 7

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

AIR ELEMENTAL MYRMIDON

Air Daggers. The myrmidon creates pointy daggers from concentrated air and shoots them at a target within 30 of it that it can see. The target must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

Gust of Wind. The myrmidon innately casts the *gust of wind* spell (spell save DC 15), requiring no material components.

Reposition. The myrmidon moves up to its speed. This movement does not provoke opportunity attacks.

ARMANITE

Charge (Costs 2 Actions). The armanite moves up to its speed towards a target. If it moves at least 20 feet, the target must succeed on a DC 15 Strength saving throw or takes 7 (2d6) bludgeoning damage and is knocked prone.

Reckless Abandon. The armanite gains 5 (1d10) temporary hit points and has advantage on all melee weapon attacks until the end of its next turn, but attack rolls against it have advantage until the end of its next turn.

Shocking Claws (Costs 3 Actions). The armanite casts the *shocking grasp* cantrip (+8 to hit, 2d8 lighting damage) which deals an additional 10 (2d4 + 5) slashing damage.

BLACK ABISHAI

Creeping Darkness. The abishai rolls to recharge its Creeping Darkness action or moves the area of darkness up to 60 feet.

Hide. The abishai moves up to its speed and takes the Hide action.

Knives in the Dark. The abishai throws a shadow dagger at a target (+6 to hit, range 20/60 ft., one target). On a hit, the attack deals 5 (1d4 + 3) piercing damage and an extra 13 (4d6) piercing damage if the abishai has advantage on the attack roll.

DHERGOLOTH

Observant Spin. The dhergoloth starts spinning its head, taking in the battlefield. The next attack against the dhergoloth is made with disadvantage.

Painful Spin (Costs 2 Actions). The dhergoloth starts spinning its torso wildly until the end of its next turn. Creatures that hit the dhergoloth with a melee attack while within 5 feet of it take 4 (1d8) slashing damage.

Teleport (Costs 2 Actions). The dhergoloth uses its Teleport action.



EARTH ELEMENTAL MYRMIDON

Earth Dive. The myrmidon gains a burrow speed of 15 feet, which it can use to burrow through ground made of materials like earth and stone but not metal or wood.

Meteor Gun (Costs 2 Actions). The myrmidon shoots a pebble at lightning speed, which starts melting during its flight. It makes a special attack (+8 to hit, range 60/360 feet, one target) which deals 14 (4d6) piercing damage and an extra 3 (1d6) fire damage.

Smash 'Em Flat (Costs 2 Actions). The myrmidon makes two Maul attacks against a prone target.

FIRE ELEMENTAL MYRMIDON

Flame Egg (Costs 3 Actions). The myrmidon places a flaming sphere at its location. It burns for 1 minute or until a creature uses their action to douse it. Creatures that start their turn within 5 feet of a flaming sphere take 7 (2d6) fire damage.

Heat Metal (Costs 2 Actions). The myrmidon innately casts *heat metal* (spell save DC 13), requiring no material components.

Sacred Flame. The myrmidon innately casts the *sacred flame* cantrip (+8 to hit, 2d8 radiant damage).

SLASHMASH WAS A DHERGOLOTH
MERCENARY THAT PUSHED A BALL OF
CORPSES ACROSS THE NINE HELLS.
THE FESTERING HEAP WAS MADE UP OF
THE ENEMIES SLASHMASH SLEW, ALL
CUT UP BUT STICKING TOGETHER LIKE A
HUMONGOUS SCAB.



LOST SORROWSWORN

Cantrip. If the Lost is grappling a creature with its Embrace action, it can cast the *blade ward*, *resistance*, or *vicious mockery* (spell save DC 14) cantrip.

Embrace (Costs 3 Actions). The Lost attempts to grapple a target with its Embrace action. It has disadvantage on the attack.

Heal (Costs 2 Actions). If the Lost dealt psychic damage to a creature since the beginning of its last turn, it recovers 11 (2d10) hit points.

MAUREZHI

Assume Form. The maurezhi attempts a DC 14 Charisma check to assume the form of a target of its Bite attack for 1d4 minutes.

Doom Conversion (Costs 2 Actions). If the maurezhi made a successful Bite attack since the beginning of its last turn, it rolls to recharge its Raise Ghoul action, regaining it on a roll of 3–6.

Necrotism (Costs 3 Actions). The maurezhi either turns a **zombie** within 30 of it into a **ghoul** or a ghoul within 30 feet of it in a **ghast**.

SHADOW DANCER

Darkness (Costs 2 Actions). The shadow dancer innately casts the *darkness* or *silence* spell or moves an area affected by the spells up to 30 feet.

Invisibility (Costs 3 Actions). If the shadow dancer stands in dim light or darkness, it becomes magically invisible until it takes an action, bonus action, or uses its movement.

Shadow Jump. The shadow dancer uses its Shadow Jump.

VENOM TROLL

Cloudkill (Costs 2 Actions). Roll a d4. On a roll of 4, the troll innately casts the *cloudkill* spell centered on itself, only requiring somatic components.

Combat Regeneration (Costs 3 Actions). The troll quickly regenerates one of its missing limbs which appears at the end of its next turn. Severed limbs start rotting and disappear after 1 minute.

Sever Arm. The troll rips or bites off one of its arms. A severed arm has a speed of 5 feet, AC 13, 10 hit points, and the troll's Regeneration trait. It can make one Claw attack on its turn, with disadvantage on the attack roll unless the troll can see the arm and its target. Each time the troll loses an arm, it loses a Claw attack.

WATER ELEMENTAL MYRMIDON

Riptide (Costs 2 Actions). A surge of water shoots forth from the myrmidon. Creatures within 10 feet of it must succeed on a DC 15 Strength saving throw or are knocked prone.

Shields. The myrmidon summons floating pools of water that serve as shields. Its AC increases by 1 until the start of its next turn.

Water Whip. The myrmidon conjures a whip made of heavy water and makes a special attack (+8 to hit, range 30/60 feet, one target) that deals 3 (1d6) bludgeoning damage. On a hit, the myrmidon can pull the target 10 feet closer to it.

CHALLENGE RATING 8

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

CANOLOTH

Detect. The canoloth makes a Wisdom (Perception) check.

Disrupt Conjuration. Until the end of the canoloth's next turn, attempts to summon creatures within 60 feet of the canoloth fail. Additionally, there is a 25 percent chance any summoned creatures that enter the area are immediately dismissed.

Symbol of Holding (Costs 2 Actions). The canoloth targets either an object or a 5-foot-radius area within 60 feet of it that it can see, magically imprinting it with an invisible arcane rune. When a creature first enters the area or touches the object, they are affected by the *hold monster* spell (spell save DC 14). Once the symbol has been triggered, it disappears.

CORPSE FLOWER

Corpses. The corpse flower uses its Corpses trait.

Necrotic Burst. The corpse flower digests one humanoid corpse in its body and unleashes a virulent burst of disease and decay. Creatures within 20 feet of the corpse flower must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage.

Poisonous Pustules (Costs 2 Actions). The corpse flower releases poisonous spores that attach to any undead creature within 30 feet of it, causing them to grow oozing sprouts. Until the end of the corpse flower's next turn, if a creature affected by the Poisonous Pustules dies, creatures within 10 feet of it must make a DC 14 Dexterity saving throw. On a failed saving throw, targets take 10 (3d6) poison damage or half as much on a successful one.

DEATHLOCK MASTERMIND

Beg the Master. The deathlock attempts a DC 15 Charisma check. If the deathlock succeeds, it regains one expended spell slot. If it fails, it takes 14 (4d6) psychic damage. This damage cannot be avoided or reduced in any way.

Call of the Grave (Costs 2 Actions). Creatures restrained by the deathlock's Grave Bolts take 9 (2d8) necrotic damage.

Cantrip. The deathlock casts a cantrip.

HOWLER

Call the Pack (Costs 2 Actions). Up to three other howlers within 60 feet of the howler can use their reaction to either move up to 40 feet toward a hostile creature or make a Rending Bite attack.

First to the Kill. The howler takes the Dash action.

Incessant. The howler rolls to recharge its Mind-Breaking Howl.

SWORD WRAITH COMMANDER

Command (Costs 2 Actions). The sword wraith commands the sword wraith warriors created by its Call to Honor action to use their reactions to make a melee weapon attack.

Disarm. A creature within 5 feet of the sword wraith must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check or be disarmed. The weapon or object the target was holding lands 5 feet away in a direction of the sword wraith's choice.

Riposte. If the sword wraith was the target of a melee attack since the end of its last turn, and the attack missed, the sword wraith makes a Longsword attack with disadvantage against the attacker.

CHALLENGE RATING 9

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

DROW HOUSE CAPTAIN

Battle Command. The drow uses its Battle Command trait.

Swordmaster (Costs 2 Actions). The drow makes a scimitar attack and regains its reaction.

Underdark Ambusher. The drow moves up to 30 feet and takes the Hide action.

FROST SALAMANDER

Deep Breaths. The salamander rolls to recharge its Freezing Breath.

Icy Armor (Costs 2 Actions). The salamander produces a thick layer of ice along its hide. The salamander gains 10 temporary hit points until the end of its next turn. If a creature hits the salamander with a melee attack while it has these temporary hit points, the creature takes 10 cold damage.

Slippery. The salamander moves up to 40 feet using any of its movement types.



GLOOM WEAVER

Cantrip. The gloom weaver casts a cantrip.

Grip of Death (Costs 3 Actions). The gloom weaver emits a wave of necrotic energy, hastening the dying to their graves. Any dying creature within 60 feet of the gloom weaver immediately fails a death saving throw. If a creature dies in this way, the gloom weaver regains an expended spell slot.

Hand of the Queen. The gloom weaver summons a large-sized **swarm of ravens**. The swarm has 50 hit points and deals 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The swarm is loyal to the gloom weaver and follows its commands. The gloom weaver can only have one swarm active at a time.

THE SKY PONY UTHGARDT TELL OF A
PECULIAR SALAMANDER NAMED MOR
DUAHN VROG, THE BLOOD FROST NEWT.
ACCORDING TO THE STORIES, IT HIDES
INSIDE DEAD MAMMOTHS AND JUMPS
SCAVENGERS, OR BARBARIANS, THAT
COME TOO CLOSE.

HYDROLOTH

Animate Water. The hydroloth causes a 15-foot-long tendril of water to animate from any body of water within 60 feet of it that it can see. A creature within the 15-foot-reach must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16) by the tendril. The hydroloth can have up to three tendrils at a time. The hydroloth can use this legendary action to cause an existing tendril to attempt to grapple a new target within reach.

Aquatic Mobility. If the hydroloth is in water, it Disengages, swims up to 40 feet, and takes the Hide action.

Teleport. The hydroloth uses its Teleport action.



LONELY SORROWSWORN

Desperation. The Lonely moves up to 60 feet toward a creature. Opportunity attacks made against the Lonely as part of this movement have advantage.

Loving Embrace. Each creature grappled by the Lonely must make a DC 15 Wisdom saving throw or be charmed by the Lonely for 1 minute. The target can repeat the saving throw at the end of their turn, ending the effect on a success. The Lonely can immediately end its grapple on any target charmed by this effect. The Lonely can choose to not target charmed creatures with its Psychic Leech trait.

Pitiful Cry (Costs 2 Actions). The Lonely lets out a sorrowful wailing. Creatures within 60 feet of the Lonely must succeed on a DC 15 Wisdom saving throw or use their reaction to move up to their speed toward the Lonely.

ROT TROLL

Decay (Costs 3 Actions). The troll targets a creature within 10 feet of it that it can see with a corrupting miasma. The target must succeed on a DC 12 Constitution saving throw or suffers one of the following magical effects for 1 minute:

- ✦ The target's eyes rot, blinding it.
- ✦ The target's arms foul, giving it disadvantage on attack rolls.
- ✦ The target's legs wither, reducing its speed to 5 feet.

Heal. The troll concentrates to reinvigorate its regeneration abilities. It recovers 3 (1d6) hit points.

Ingrow (Costs 3 Actions). The troll makes a special attack (+8 to hit, reach 5 feet, one target) and attempts to grapple a target (escape DC 15). On the beginning of the troll's next turn, the target is also restrained until the grapple ends. If the troll starts its turn restraining a target, it fuses the target with its own flesh. A fused target is blinded and restrained, it has total cover against attacks and other effects outside the troll.

VOLO'S GUIDE TO MONSTERS

"BE VERY QUIET. THEY ARE OUTSIDE."
— VOLO

CHALLENGE RATING 7

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

BHEUR HAG

Frozen Effigy (Costs 2 Actions). The hag targets a creature she can see within 60 feet of her. The target must make a DC 14 Charisma saving throw or the hag forms a Medium-sized effigy of ice and snow in an unoccupied space within 10 feet of her. The effigy persists until the end of the hag's next turn or until it is destroyed. The effigy has an AC of 13 and 20 hit points. The effigy counts as the target for the purposes of targeting attacks, spells, and other effects. The effigy automatically fails all saving throws and attacks against it have advantage. The target immediately suffers any damage done to the effigy until it is destroyed.

Grip of Winter. If the hag is wielding her graystaff, she targets a creature within 60 feet of her paralyzed by her *hold person* spell.

The target must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion.

Howling Wind. The hag transforms into a storm of snow and ice and moves up to 50 feet. This movement does not provoke opportunity attacks.

DRAEGLOTH

Abyssal Recovery. Roll a d6. On a roll of 6, the draegloth recovers the use of one of its daily spells.

Gore Magic (Costs 3 Actions). If the draegloth dealt damage to a creature since the beginning of its last turn, it can innately cast one of the following spells, requiring no material components:

- ✦ *Flaming sphere* (spell save DC 11)
- ✦ *Hex*
- ✦ *Shatter* (spell save DC 11)

Power Roar: Stun (Costs 3 Actions). The draegloth utters a demonic roar that cripples creatures' minds. Creatures within 15 feet of the draegloth must make a DC 15 Wisdom saving throw. A target takes 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also stunned until the end of its next turn.

KORRED

Cantrip. The korred casts a cantrip.

Flesh to Stone (Costs 2 Actions). The korred makes a special bite attack (+9 to hit, 5 feet reach, one target). On a hit, the target must succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Strangle. A target restrained by the korred's rope of hair must succeed on a DC 13 Strength saving throw or take 4 (1d8) bludgeoning damage. If the target fails the saving throw by 5 or more, it starts suffocating.



WARLOCK OF THE FIEND

Dark Recovery. Roll a d6. On a roll of 6, the warlock recharges its Dark One's Own Luck.

Devil's Gambit (Costs 3 Actions). The warlock chooses a creature within 30 feet of it that it can see. The target must succeed on a DC 15 Charisma saving throw or is forced into a competition. The warlock and the target must make a contested Charisma (Performance) check. The winner regains 21 (6d6) hit points and the loser takes the same amount in psychic damage.

Fiendish Visions (Costs 3 Actions). The warlock shows a creature within 30 feet of it tormenting visions of the Nine Hells. If the target is not a fiend, it takes 10 (3d6) psychic damage and must succeed on a DC 15 Wisdom saving throw or is paralyzed until the end of its next turn.

CHALLENGE RATING 8

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

BLACKGUARD

Dark Smite (Costs 2 Actions). The blackguard makes a Glaive attack. On a hit, the target must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion, up to a maximum of level 3.

Dreadful Recharge. Roll a d6. On a roll of 6, the blackguard recharges its Dreadful Aspect action.

Wings of Evil (Costs 3 Actions). The blackguard sprouts a pair of demonic shadow wings, giving it a flying speed of 60 until the end of its next turn.

BLACKGUARD RU'KOR

DIVINER

Echoes of Future Past. The diviner makes a DC 15 Intelligence (Arcana) check. On a success, it gains a d20 it can use to re-roll an attack roll, saving throw, or ability check. It can have up to three dice stored this way.

Favorable Omen (Costs 2 Actions). The diviner chooses a creature within 60 feet of it that it can see. The target has advantage on its next attack roll, saving throw, or ability check.

Unfavorable Omen. The diviner chooses a creature within 60 feet of it that it can see. The target must succeed on a DC 15 Charisma saving throw or gains disadvantage on its next attack roll, saving throw, or ability check.

SHOOSUVA

Hunt Down. The shoosuva moves up to its speed but must end its movement within 5 feet of an enemy creature.

Incite Rampage (Costs 2 Actions). One creature that can hear the shoosuva with the Rampage trait that the shoosuva can see within 30 feet of it can use its reaction to make a melee attack.

Second Helping (Costs 2 Actions). The shoosuva makes a Bite attack against a target poisoned by its Tail Stinger attack.

CHALLENGE RATING 9

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

ABJURER

Cantrip. The abjurer casts a cantrip.

Fleeting Reposition (Costs 2 Actions). The abjurer moves up to its speed. This movement does not provoke opportunity attacks.

Warding Circle. A magic 30-foot-diameter circle appears, centered on the abjurer. It lasts until the beginning of the abjurer's next turn. Everytime a hostile creature enters the circle for the first time on its turn, the abjurer's Arcana Ward gains 10 hit points.

CHAMPION

Combat Superiority. The champion gains one superiority die (d10).

Disarming Attack. The champion expends one superiority die (d10) and makes a Greatsword attack in an attempt to disarm the target, forcing it to drop one item of the champion's choice that the target is holding. The attack deals an additional 5 (1d10) slashing damage, and the target must succeed on a DC 16 Strength saving throw or it drops the chosen object at its feet.

Precision Attack. The champion expends one superiority die (d10) and makes a well-aimed Greatsword attack, adding the result to the attack roll and dealing an additional 5 (1d10) slashing damage.



KNORR SNACK

HAN DAKIN THE
FROSTCALLER



EVOKER

Cantrip. The evoker casts a cantrip.

Destructive Spell (Costs 3 Actions). During its next turn, when the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures have disadvantage on their saving throws against the spell.

Long-Range Spell (Costs 2 Actions). During its next turn, when the evoker casts an evocation spell, the spell's range is doubled.

FLIND

Fresh Meat. The flind makes a special bite attack against an ally within 5 feet of it. The flind gains 11 (2d10) hit points and the ally suffers the same amount in necrotic damage.

Meat Grinder (Costs 3 Actions). The flind makes a Flail attack of its choice.

Meat Shield (Costs 2 Actions). The flind yells a commanding howl, forcing up to nine gnolls within 30 feet of it to use their reactions to move up to their speed toward the flind.

NECROMANCER

Cantrip. The necromancer casts a cantrip.

Death Pact Curse. A creature of the necromancer's choice within 30 of it must succeed on a DC 15 Charisma saving throw or fall under the necromancer's curse. Until the end of the target's next turn, whenever it deals damage to the necromancer, it takes the same amount of necrotic damage.

Last Rite (Costs 3 Actions). The necromancer reduces a corpse within 5 feet of it to ashes and regains hit points equal to two times the creature's base hit die.

ULITHARID

Extract Knowledge (Costs 2 Actions). If the ulitharid has used its Extract Brain action since the beginning of its last turn, it recovers the daily use of a spell of its choice.

Final Rest (Costs 3 Actions). The ulitharid innately casts *sleep* as a 5th-level spell (13d8 hit points affected), requiring no components.

Levitate. The ulitharid casts the *levitate* spell or changes a target's altitude.

WAR PRIEST

Cantrip. The war priest casts a cantrip.

Maul. The war priest makes a Maul attack. On a roll of 20, the war priest recovers its Guided Strike reaction.

War God's Wrath (Costs 3 Actions). The war priest conjures a godly strike that shakes the ground and deafens foes. Creatures within 15 feet of the war priest must succeed on a DC 16 Wisdom saving throw or take 21 (6d6) thunder damage and are deafened for 1 minute. A target can repeat the saving throw at the end of its turn to end the effect on itself on a success.