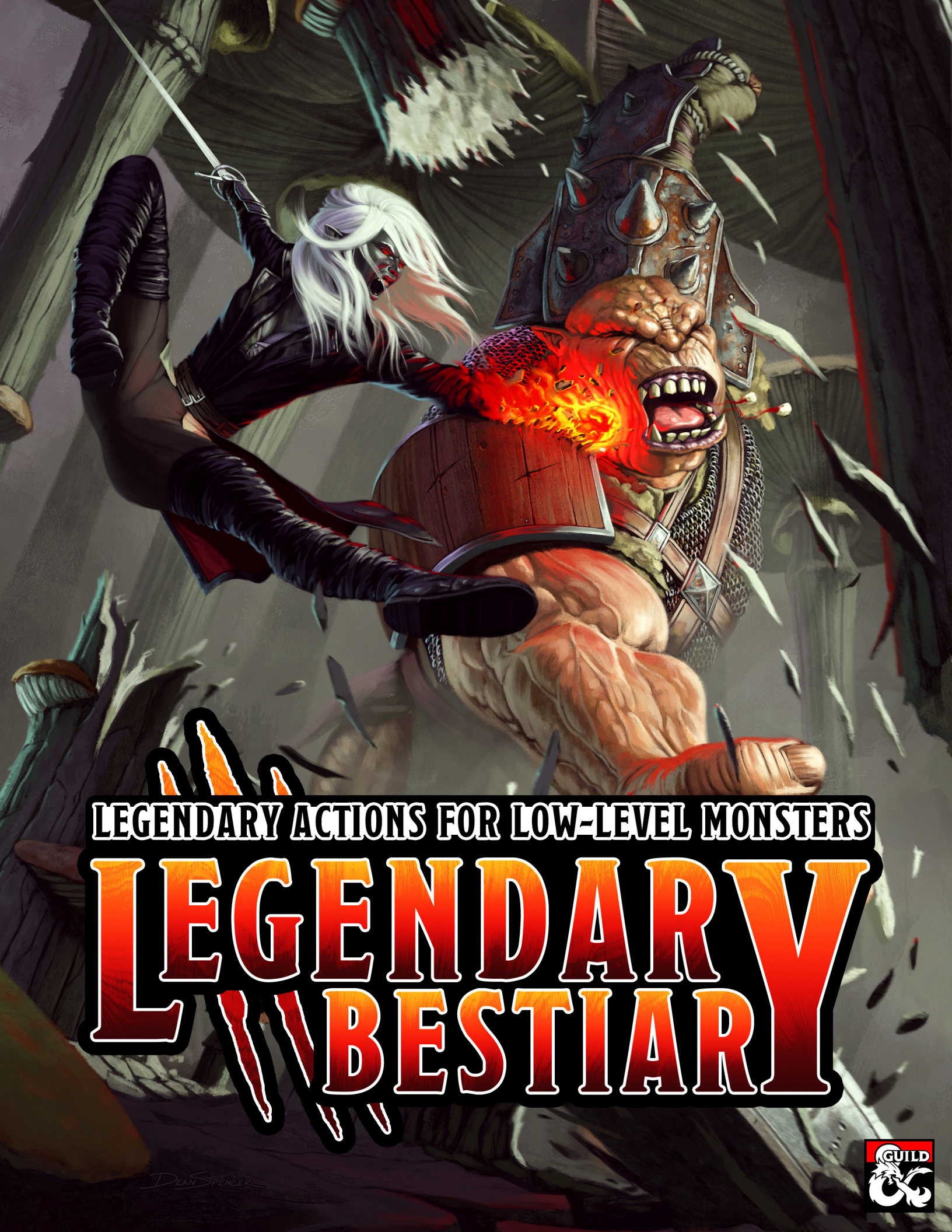
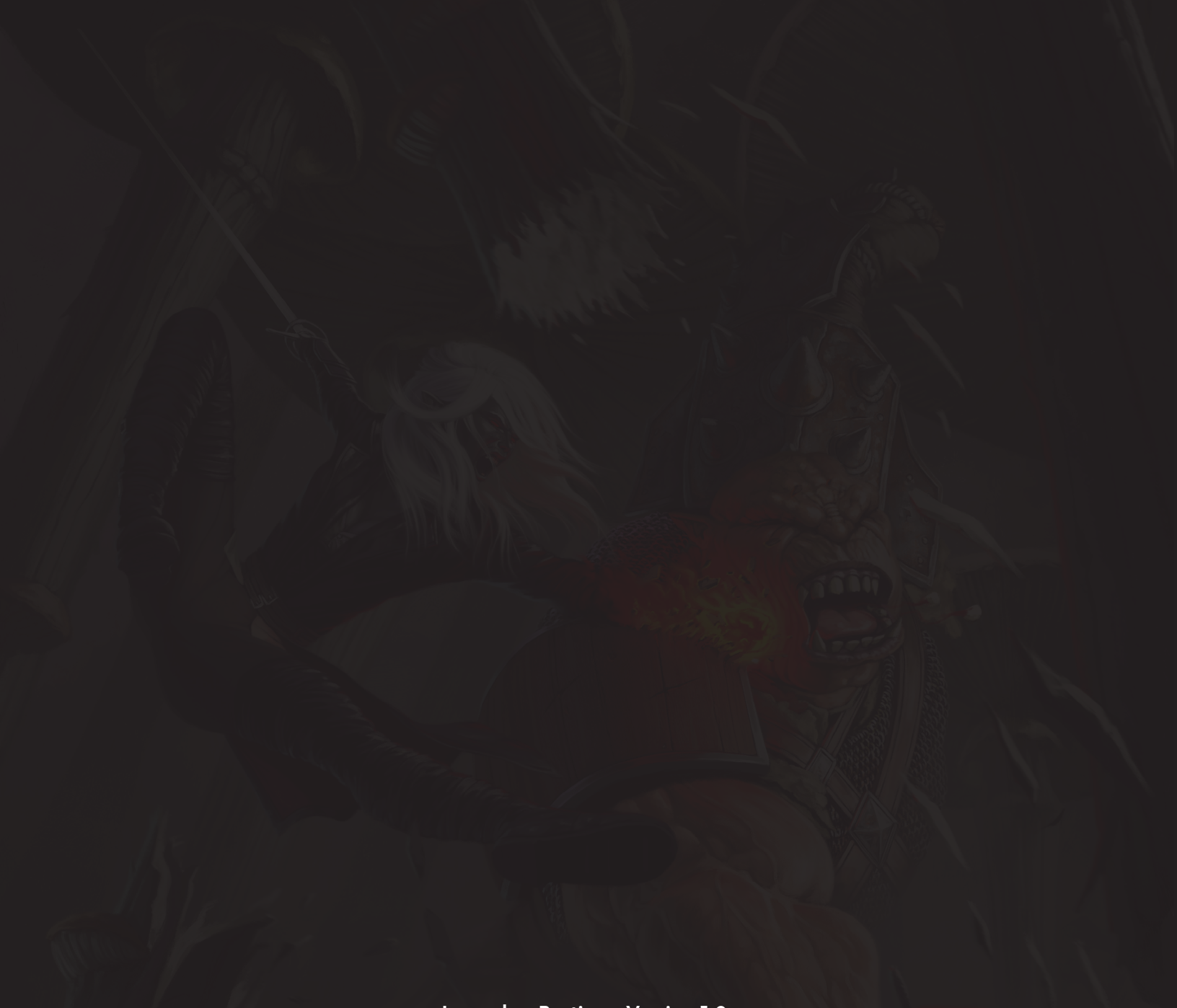

LEGENDARY ACTIONS FOR LOW-LEVEL MONSTERS
LEGENDARY BESTIARY
GUILD
DEAN SPENCER



Legendary Bestiary - Version 1.0

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INTRODUCTION

EGENDARY ACTIONS ARE ONE OF THE COOLEST, most memorable aspects of fifth edition for me. As a DM, they allow you to make dynamic choices throughout a combat round, not just relying on a single action to make a huge impact. This element of unpredictability keeps the more tactics-minded players guessing as well, which is likely a big reason they come to the table.

Fifth edition's legendary actions address one of the biggest problems in previous editions: 'big bads' often needed a lot of minions to survive more than a couple of rounds against cunning players. This never felt quite right for every 'boss' encounter; sometimes a creature is solitary and should be fearsome on their own.

We wanted to take this concept and apply it to a wider range of creatures. It certainly makes sense that an ancient dragon could be 'legendary,' but why not a bandit captain who has ruled the northern hills for decades, terrorizing villages and travelers alike? You can take a simple bandit captain and turn them into Remilla the Accursed, an NPC the characters can form a story around. Adding legendary actions to low-CR creatures makes them truly memorable and it surprises veteran players who have memorized the *Monster Manual*.

HOW TO USE THIS BOOK

We wanted this book to be as easy to use at the table as possible. You get exactly what is on the tin: legendary action options for CR 1–3 monsters and NPCs from the fifth edition *Monster Manual*. You can either look up a creature ahead of time and create a 'boss' version of them, or even add to a planned encounter on the fly. The latter option is particularly great if the player characters have blown through what you thought were some really challenging encounters and you still want to test their mettle.

We've also included a series of fun d20 roll tables at the end of naming a legendary creature, in case you need to come up with one quickly.

DESIGN AND CHALLENGE RATINGS

As we worked through this project, we wanted to hold ourselves to a few design constraints, which I hope we have successfully delivered:

- When possible, creatures should have a mix of low- and high-impact legendary actions. These range from simply moving to a whole new mechanic for the creature.
- Since these are lower-CR creatures, no legendary action should grant 'free damage.' Damaging actions should require specific set up or other circumstances or have multiple ways to defend against it.
- Deliver on the theme of the existing creature; a legendary goblin boss should not become a huge hulking brute.

Adding legendary actions to a lower-CR creature certainly makes for a more difficult encounter. We have not recommended a specific CR increase, but if you use traditional XP for character advancement, you may want to consider offering an additional 50% or so XP for defeating a legendary creature.

You may also decide to introduce one of these legendary creatures to a higher-level party than their CR would typically merit. If you do this, you may want to consider raising the creatures AC, hit points, attack modifier, or spell save DC. There's a great 'cheat sheet' for that on the Blog of Holding, which you can find here: Blog of Holding

We hope you enjoy what's inside, and thank you for your support!

LEGENDARY ACTIONS

CHALLENGE RATING 1 (CR 1)

The monster can take 1 legendary action, 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.

ANIMATED ARMOR

Armored Hindrance. The animated armor causes one creature's armor within 30 feet that it can see to animate and hinder its wearer for 1 minute or until the target uses an action to secure the armor. The target must be wearing medium or heavy armor. The target has disadvantage on attack rolls and their speed is reduced by 10 feet until the effect ends. The animated armor can only have one suit of armor hindering its wearer at a time.

Locking Gauntlet. The animated armor attempts to grapple (escape DC 14) one creature within 5 feet.

BRASS DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

BROWN BEAR

Imposing Figure. The bear stands on its hind legs and lets out a roar. Any creature within 30 feet of the bear that can see and hear it must make a DC 11 Wisdom saving throw or be frightened of the bear until the end of their next turn.

Overpowering Charge. The bear moves up to 15 feet in a straight line toward a creature. The creature must make a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the bear makes an attack using its claws.

Master Petz and Blood Paw

BUGBEAR

Skirmish. The bugbear moves up to 10 feet and takes the Hide action.

Survival of the Fittest. The bugbear forces another goblinoid into its enemies, creating an opening to escape. The bugbear shoves one goblinoid within 5 feet whose challenge rating is less than the bugbear's up to 10 feet toward an enemy. The shoved goblinoid falls prone at the end of the movement.

Taskmaster. The bugbear shouts, forcing lesser goblinoids to action. Up to two goblins (but not goblin bosses) within 30 feet use their reaction to move up to 15 feet and make a melee weapon attack. The goblins have disadvantage on this attack.

COPPER DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

DEATH DOG

Consume Flesh. The dog eats a portion of a corpse killed within the past hour, regaining 1d8 hit points. A corpse can only be consumed once.

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

Foul Breath. The dog exudes a disease-ridden stench in a 5-foot-sphere around itself. Any creature in the area must make a DC 12 Constitution saving throw or spend their next action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

DIRE WOLF

Call the Pack. One creature with the Pack Tactics trait that the wolf can see uses its reaction to move up to its speed toward a target within 5 feet of the wolf.

Sunder Armor. The wolf tears away at an enemy's armor, creating an opening for the pack. The wolf makes a melee weapon attack against a creature wearing nonmagical armor. The attack does not deal damage, but the nonmagical armor takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Thrice-Dead Morgar

DRYAD

Call Defenders. The dryad chooses one creature within 30 feet it has charmed with Fey Charm. That creature uses its reaction to move up to 30 feet toward a hostile creature within 5 feet of the dryad and makes an attack.

Fey Charm. The dryad uses its Fey Charm.

Nurturing Touch. The dryad can touch a creature, restoring 1d8 + 2 hit points.

DUERGAR

Break Free. The duergar rerolls a saving throw for any one effect that has charmed or paralyzed it. The duergar's Duergar Resilience trait applies to this saving throw.

Partial Enlargement. The duergar enlarges the muscles in their arms, back, and legs. The next attack the duergar makes before the end of their next turn deals an additional 1d4 damage. The duergar cannot already be enlarged and use this action.

Partial Invisibility. The duergar becomes partially invisible and moves up to 15 feet. Attack made against the duergar while partially invisible have disadvantage. The duergar cannot already be invisible and use this action.

FAERIE DRAGON (YOUNGER)

Glittercloud. The dragon shakes pearlescent dust from its wings, creating a 5-foot sphere of glittery particles. Creatures and objects inside the sphere are lightly obscured.

Rearrange Magic. The dragon targets two creatures it can see within 60 feet of it that have ongoing magical effects created by a spell or magic item. The dragon swaps the magical effects, changing the target of each to the other creature. The dragon can target itself as part of this action. If a target is unwilling, they can make a DC 13 Charisma saving throw to resist the effect.

FIRE SNAKE

Fiery Touch. The fire snake touches one creature or object within 5 feet of it. If the fire snake touches a flammable object that isn't being worn or carried, the object ignites.

Furnace Blast. Creatures within 5 feet of the fire snake must succeed on a DC 10 Constitution saving throw or take 1d4 fire damage.

Kobar the Flattener

Marrowslurper

GHOUL

Consume Flesh. The ghoul eats a portion of a corpse killed within the past hour, regaining 1d8 hit points. A corpse can only be consumed in this way once.

Spew Retchling. The ghoul vomits forth the contents of its stomach, creating a retchling (use the statistics for a **crawling claw**, MM 44) in a space up to 10 feet away from the ghoul. The retchling acts on the ghoul's turn. The ghoul must use its Consume Flesh Legendary Action before creating another retchling.

Marrowslurper haunted a halfling village for years. A traveling cleric of Beshaba turned the undead gourmet but captured it straight after. Since then, Marrowslurper appears here and there, with the cleric arriving soon after.

GIANT EAGLE

Eagle Eye. The eagle makes a Wisdom (Perception) check.

Screech. The eagle gives an ear-splitting shriek. Creatures within 5 feet of the eagle must succeed on a DC 11 Constitution saving throw or become deafened until the end of their next turn.

Swoop. The eagle flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 12 Wisdom saving throw or fall prone.

GIANT HYENA

Finish the Kill. The hyena makes one attack against a dying creature.

First to the Feast. The hyena moves up to its speed toward an incapacitated, prone, or unconscious creature.

Unnerving Laugh. The hyena cackles, forcing creatures within 30 feet that can hear the hyena to make a DC 13 Wisdom saving throw or become frightened of the hyena. A target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a target passes the saving throw, they are immune to the hyena's Unnerving Laugh for 24 hours.

GIANT OCTOPUS

Blend. The octopus moves up to 15 feet and takes the Hide action.

Flail. The octopus flails. Up to three creatures of the octopus' choice within its reach must succeed on a DC 13 Strength check or be knocked prone. If the octopus is grappling a creature with its tentacles when it uses this action, that creature is immediately freed.

Squeeze. The octopus crushes a creature grappled by its tentacles, dealing damage equal to its Strength modifier.

GIANT SPIDER

Reinforce Webbing. The spider rolls a creature restrained by a web action (either its own or from another giant spider or ettercap) in more webbing, increasing the escape DC by 1, the web's AC by 1, and its hit points by 3).

Web Escape. The spider extends a line of webbing up to 30 feet above itself and moves 15 feet up the line.

Web Recharge. The spider rolls to recharge its web.

GIANT TOAD

Leaping Retreat. The toad leaps off a target within 5 feet of it, Disengaging and moving up to 20 feet away in a straight line. If the target is a creature, it must pass a DC 13 Strength saving throw or be knocked prone.

Spit. The toad spits out a target it has swallowed. The target lands prone in an unoccupied space within 5 feet.

Tongue Whip. The toad launches its tongue at a target within 10 feet of it. The target must succeed on a DC 13 Dexterity saving throw or be dragged 10 feet toward the toad.

GIANT VULTURE

Finish the Kill. The vulture makes one attack against a dying creature.

Overpower. The vulture flies up to 20 feet toward a creature and attempts to knock it over. The target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is knocked prone, the vulture makes an attack with its talons.

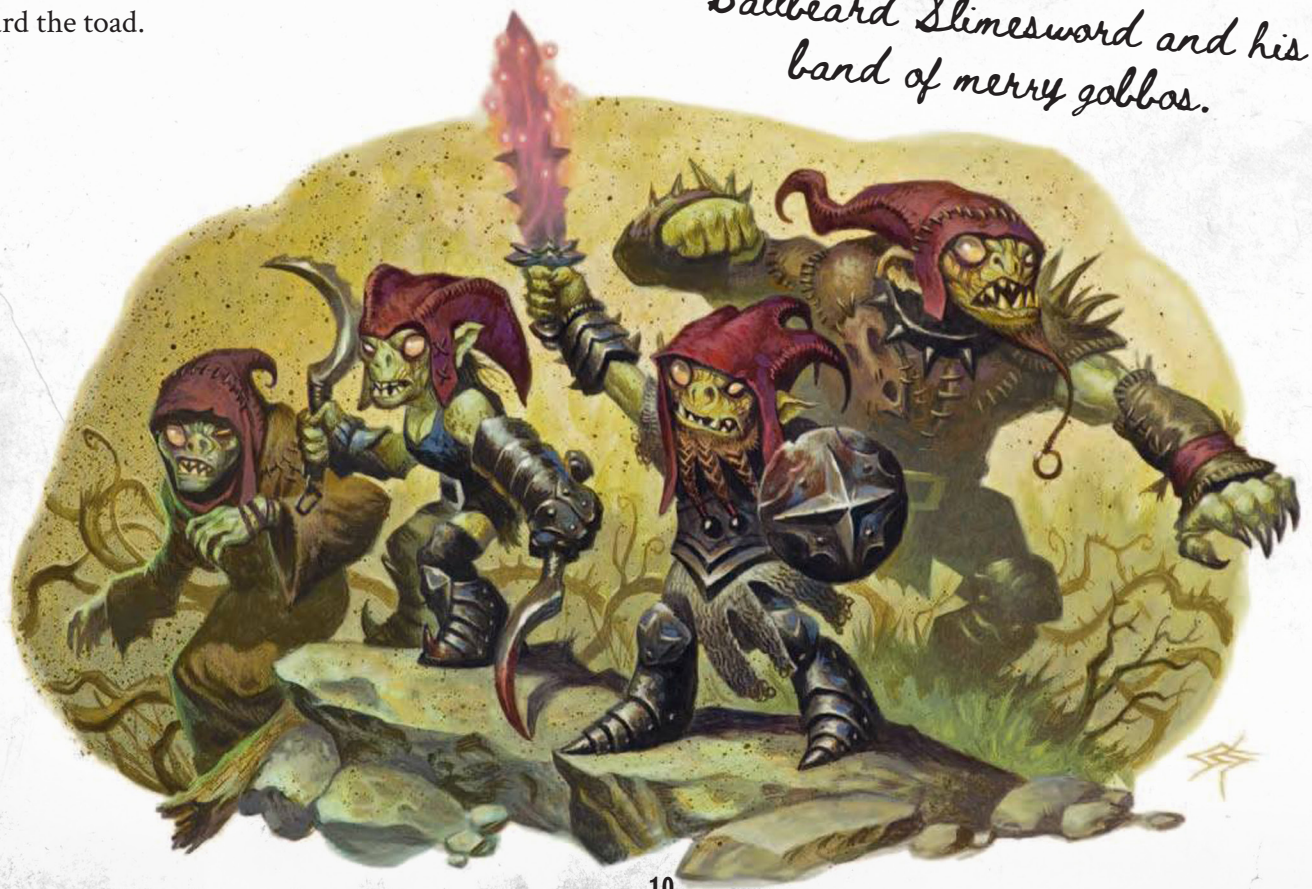
GOBLIN BOSS

Bravery. Another goblin that the goblin boss can see within 60 feet uses its reaction to make a weapon attack with disadvantage.

Convincing Surrender. The goblin boss takes the Disengage action and moves up to half its speed.

Field Promotion. The goblin boss picks another goblin within 60 feet of it and takes the Hide action. Attacks against the chosen goblin have advantage for 1 minute.

Ballbeard Slimesword and his band of merry gobbos.



HALF-OGRE

Angry Idiot. The ogre makes a melee weapon attack against a target that used words the ogre cannot understand (such as casting a spell with verbal components or speaking in an unknown language) this round.

Lumber About. The ogre moves up to 15 feet. This movement cannot be in a straight line.

Rouse Temper. If the ogre has taken damage this round, it has advantage on its next attack.

HARPY

Sadistic Puppeteer. The harpy commands one target it has charmed to use its reaction to attack another target charmed by the harpy within reach. If the attack hits, the damage caused does not allow for another saving throw against the harpy's Luring Song.

Swoop. The harpy flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 12 Wisdom saving throw or fall prone.

HIPPOGRIFF

Eagle Eye. The hippogriff makes a Wisdom (Perception) check.

Galloping Takeoff. The hippogriff moves 15 feet along the ground and then flies 10 feet into the air.

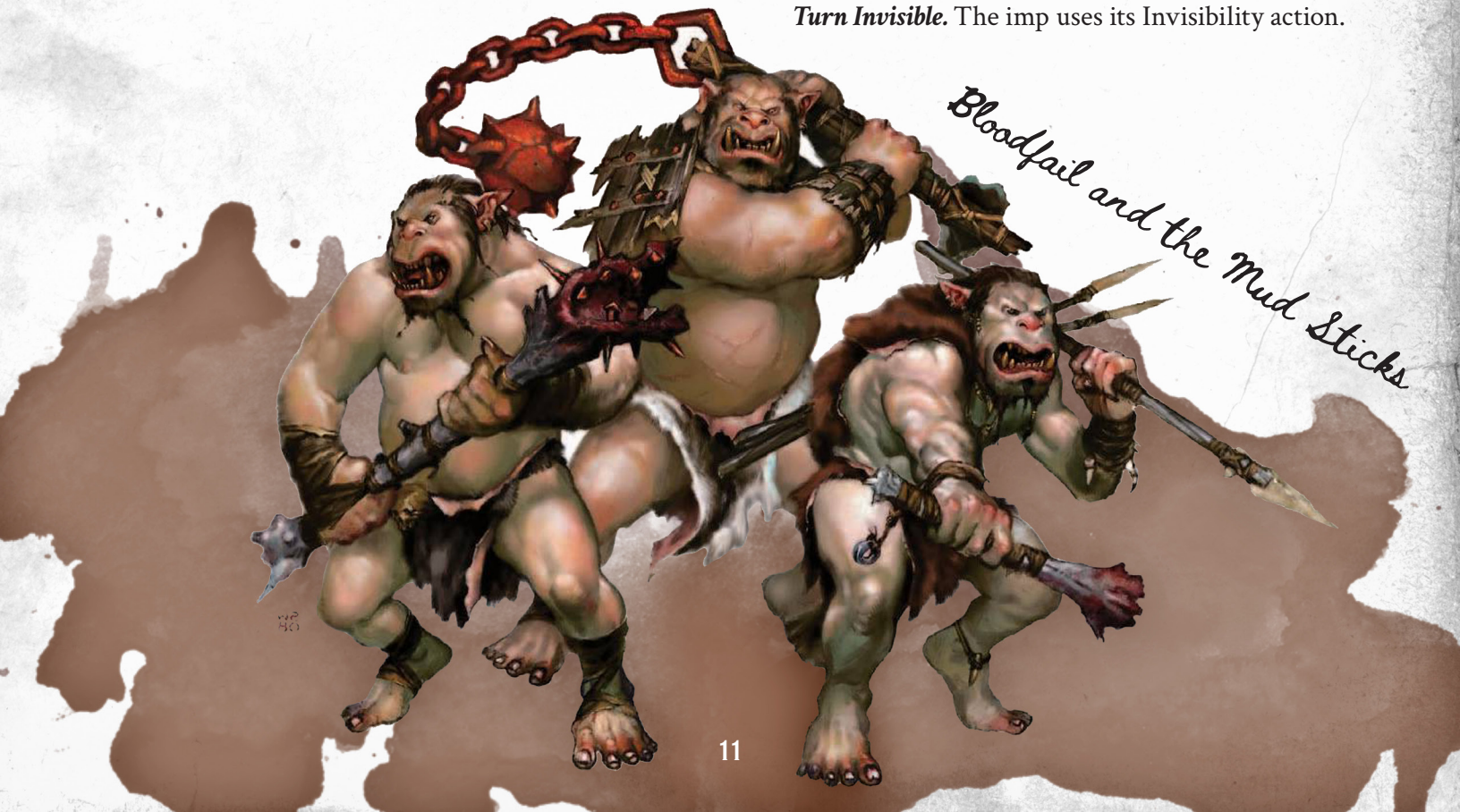
Swoop. The hippogriff flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 12 Wisdom saving throw or fall prone.

IMP

Darken. The imp reduces the level of illumination light sources within 60 feet emit by one category (bright light becomes dim and dim light becomes total darkness) for 1 minute. The imp can only affect a light source once with this action. The darkness created by this action is considered magical.

Summon Devil. The imp tries to remember the name of a lemure or another imp. The imp has a 50% chance to summon a lemure or a 25% chance to summon an imp. The summoned devil appears in an unoccupied space within 10 feet of the imp. The imp can only have one such devil summoned at a time.

Turn Invisible. The imp uses its Invisibility action.



KUO-TOA WHIP

Cantrip. The kuo-toa casts a cantrip.

Staff Throw. The kuo-toa tosses a creature it has grappled with its pincer staff up to 10 feet away. The target must make a DC 14 Dexterity saving throw or land prone.

LION

Sense Prey. The lion automatically succeeds on a Wisdom (Perception) check against a target within 20 feet that doesn't have all its hit points.

Sprint. The lion takes the Dash action.

Strength of the Pride. The lion lets out a deep roar. Any other lions within 20 feet gain 1d4 + 1 temporary hit points.

QUADRONE

Calculated Shot. The next ranged weapon attack the quadrone makes before the end of its next turn ignores half and three-quarters cover.

Repair. The quadrone runs a maintenance subroutine, regaining 1d8 hit points.

Stupify. The quadrone rapidly recites laws of the multiverse. Any creature without the axiomatic mind trait within 60 feet of the quadrone that can hear it must make a DC 11 Wisdom saving throw or be incapacitated until the end of their next turn.

Hunkardon's humble start can be traced back to Jerod the Vile, who summoned the quasit as his familiar.

Hunkardon was a diligent student, learned all of Jerod's secrets, and took over the operation after a tragic laboratory accident.

QUASIT

Lurk. The quasit takes the Hide action.

Partial Transformation. The quasit gains a flying, climbing, or swimming speed of 40 feet until the end of its next turn. The quasit can use this action even if it is already in a beast form.

Spit Poison. The quasit spits poison into the eyes of a creature within 10 feet. The creature must make a DC 10 Constitution saving throw or be blinded until the end of their next turn.

SCARECROW

The Last Straw. The scarecrow flings straw from its body in a 5-foot radius around itself. Creatures in the area must succeed on a DC 11 Dexterity saving throw or become blinded until the end of their next turn.

Among the Rows. The scarecrow moves up to half its speed and takes the Hide action.

SPECTER

Deathly Chills. The specter moves up to 20 feet. If the specter passes through living creatures as part of this movement, they must make a DC 10 Constitution saving throw or take 3 (1d6) cold damage.

Focused Hatred. The specter chooses one living creature it can see within 30 feet. The specter has advantage on attacks made against that creature but disadvantage on attacks made against other targets until the end of the specters next turn.

SPY

Cursory Glance. The spy makes its choice of a Wisdom (Perception) check or Intelligence (Investigation) check.

Deft Hands. The spy makes a Dexterity (Sleight of Hand) check.

Feint. The spy targets a creature within 30 feet that it can see, making a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If the spy's total exceeds the target's, the spy's next attack roll against that target has advantage.

SWARM OF QUIPPERS

Blind Rage. The swarm makes a bite attack against a target that doesn't have all its hit points. The attack deals an extra 7 (2d6) piercing damage. Until the beginning of the swarm's next turn, attacks against it are made with advantage.

Swarming Frenzy. The swarm rushes a target within 10 feet of it, occupying its space to overwhelm the target. The target must make a DC 11 Strength saving throw or be restrained by the swarm. The target can repeat their saving throw at the end of each of their turns, ending the effect on themselves on a success.

Sniff Out. The swarm makes a Wisdom (Perception) check with advantage to find creatures that don't have all their hit points, relying on its smell.

THRI-KREEN

Advanced Antennae. The thri-kreen gains tremorsense out to a range of 30 feet until the end of its next turn.

Leaping Charge. The thri-kreen jumps up to 30 feet toward a target. The target must make a DC 11 Strength saving throw or be knocked prone.

TIGER

Sense Prey. The tiger automatically succeeds on a Wisdom (Perception) check against a target within 20 feet that doesn't have all its hit points.

Sprint. The tiger takes the Dash action.

Stalk. The tiger moves up to 10 feet and takes the Hide action.

YUAN-TI PUREBLOOD

Feint. The yuan-ti targets a creature within 30 feet that it can see, making a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If the yuan-ti's total exceeds the target's, the yuan-ti's next attack roll against that target has advantage.

Hypnotic Gaze. The yuan-ti focuses its gaze on one target that can see its eyes within 30 feet. The target must make a DC 12 Wisdom saving throw or be incapacitated until the end of the yuan-ti's next turn.

Snake Handler. The yuan-ti commands one snake it has charmed with animal friendship. The snake uses its reaction to move up to half its movement and make an attack.

CHALLENGE RATING 2 (CR 2)

The monster can take 2 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.

ALLOSAURUS

Leap. The allosaurus moves 10 feet and long jumps up to 30 feet or vertically 10 feet.

Sprint. The allosaurus takes the Dash action.

ANKHEG

Acid Recharge. The ankheg rolls to recharge its acid spray.

Burst Forth. If the ankheg is underground, it springs up 10 feet, bursting out of the ground. Any creatures within 5 feet of the unburrowing ankheg must make a DC 15 Strength saving throw or fall prone. Creatures in the ankheg's space are pushed to the nearest unoccupied space.

Stand Firm. The ankheg drives its claws into the ground, firmly planting itself. The ankheg's speed becomes 0 and it has advantage on saving throws against being knocked prone or moved. The ankheg can use its bonus action to free its claws, ending the effect.

AWAKENED TREE

Survival Instinct. The tree has advantage on its next attack made against a creature that has dealt fire or slashing damage to the tree in the past minute.

Uproot. The tree targets one creature within 10 feet of it. The tree pulls up a root under the target's feet, forcing it to make a DC 13 Dexterity saving throw or fall prone.

AZER

Flare-Up. The azer's illumination intensifies momentarily. Non-azer within the radius of the azer's bright light must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

Stoke. The azer increases the heat output of its body. The azer adds its Constitution modifier to the result of its next damage roll for its Heated Body or Heated Weapons feature, up to the die's maximum value.

The Boulder is an infamous bandit captain who robs and pillages his way up and down the Trade Way. Athkatla's Council of Six offers a large sum for his immense head. So far, nobody has claimed it.

The Boulder

BANDIT CAPTAIN

Pin. The captain throws a dagger at a target within 20 feet. The captain makes a ranged attack roll with disadvantage. If the attack hits, it deals no damage but the target is restrained until it or another creature uses an action to pull the dagger out of the ground, wall, or other surface.

Regain Guard. If the captain has used its Parry reaction this round, it can take one additional reaction this round, which must be spent for Parry.

Weapon Bind. The captain makes a melee weapon attack against a target within 5 feet that is wielding a melee weapon. If the attack hits, it deals no damage but the captain binds the weapon and the target cannot attack with it unless they use an action to make a DC 12 Strength or Dexterity check. The captain cannot attack with its scimitar while it has a weapon bound.

BERSERKER

Brute Force. The berserker attempts to shove a creature within reach.

Push Through. The berserker moves up to half its speed. It has resistance to nonmagical bludgeoning, piercing, and slashing damage from opportunity attacks it receives as a result of this movement.

Worked Up. The berserker gains temporary hit points equal to its Constitution modifier.

The Murderer-of-Man, a dragonborn berserker of unknown origin and descent, slaughters his way around the Sea of Fallen Stars. Although merciless in battle, the cold-blooded killer makes sure to bury his foes.

Murderer-of-Man

BLACK DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapon.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

BRONZE DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

CARRION CRAWLER

Ambush Predator. The carrion crawler takes the Hide action.

Seize Victim. The carrion crawler attempts to grapple a creature within 10 feet.

Sense Prey. The carrion crawler uses its keen smell to make a Wisdom (Perception) check.

CENTAUR

Buck. The centaur attempts to escape a grapple.

Clear the Way. The centaur attempts to shove a creature within 10 feet with its pike.

Gallop. The centaur takes the Dash action.

CULT FANATIC

Beseech the Master. The next spell the fanatic casts before the end of its next turn has a +2 bonus to its DC or the fanatic has +2 to hit with a spell attack, if the spell requires one. The fanatic takes 4 (1d8) psychic damage.

Unholy Fervor. The fanatic expends a spell slot of 1st level or higher to take its Multiattack action.

Words of the Master. The fanatic uncontrollably speaks with the voice of whatever dark power it worships. The fanatic casts command without expending a spell slot but is frightened until the end of their next turn.

DRUID

Nature's Guard. Animal spirits swarm around one creature the druid can see within 60 feet. The target must make a DC 12 Wisdom saving throw or have disadvantage on attacks until the end of its next turn.

Trip. The druid causes roots or plants to trip a creature it can see within 30 feet. The target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

ETTERCAP

Reel. The ettercap pulls a creature restrained by its web up to 20 feet towards itself.

Web Lasso. The ettercap throws a strand of webbing at a creature within 10 feet. The target must succeed on a DC 12 Dexterity saving throw or be restrained by the ettercap's web ability.

Web Recharge. The ettercap rolls to recharge its web.

FAERIE DRAGON (OLDER)

Glittercloud. The dragon shakes pearlescent dust from its wings, creating a 5-foot sphere of glittery particles. Creatures and objects inside the sphere are lightly obscured.

Rearrange Magic. The dragon targets two creatures it can see within 60 feet of it that have ongoing magical effects created by a spell or magic item. The dragon swaps the magical effects, changing the target of each to the other creature. The dragon can target itself as part of this action. If a target is unwilling, they can make a DC 13 Charisma saving throw to resist the effect.

Refresh Magic. The dragon targets a younger faerie dragon within 60 feet of it and rolls a d6. On a 5-6, the target regains the use of any spells cast using its Innate Spellcasting trait.

GARGOYLE

Elemental Rejuvenation. If the gargoyle is standing on a stone surface, it roots itself in place, becoming restrained until the end of its next turn. The gargoyle regains 18 (4d8) hit points.

Frightening Visage. The gargoyle contorts its features into something truly terrifying to its target. A creature the gargoyle can see within 60 feet of it must make a DC 14 Wisdom saving throw or become frightened of the gargoyle. The creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. The target has disadvantage on this saving throw if they can see the gargoyle. The gargoyle may only have one target frightened in this way at a time.

GELATINOUS CUBE

Scoot. The cube moves 5 feet. The cube can't use this movement to enter another creature's space, but engulfed creatures move with it.

Spit. The cube spits out a partially-digested object at a creature within 10 feet of it. The cube makes a ranged weapon attack (-2 to hit, 2 (1d4) bludgeoning damage).

GHAST

Command Ghouls. Up to three ghouls within 30 feet of the ghast use their reaction to Disengage and move up to 15 feet.

Consume Flesh. The ghast eats a portion of a corpse killed within the past hour, regaining 2d8 hit points. A corpse can only be consumed in this way once.

Spew Retchling. The ghast vomits forth the contents of its stomach, creating a retchling (use the statistics for a **crawling claw**, MM 44) in a space up to 10 feet away from the ghast. The retchling acts on the ghasts turn. The ghast must use its Consume Flesh Legendary Action before creating another retchling.

GIANT BOAR

Shove. The boar attempts to shove a creature within reach.

Stubborn Rage. The boar gains temporary hit points equal to its Constitution modifier.

GIANT CONSTRICTOR SNAKE

Overpower. The snake slams its huge body into a target within 5 feet of it. The target must make a DC 16 Strength saving throw or be knocked prone.

Sink In. The snake causes a creature it has grappled to have disadvantage on checks made to escape the grapple until the end of the snake's next turn.

GIANT ELK

Bugle. The elk gives a bellow that can be heard up to 300 feet away. Hostile creatures within 30 feet of the elk that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of the elk until the end of their next turn.

Paw the Ground. The elk works itself up for an attack. For 1 minute or until it uses this legendary action again, when the elk rolls extra damage from its Charge feature, it can reroll the extra damage and use either result.

Sweep. The elk sweeps its antlers across two adjacent spaces within reach. Creatures in those spaces must succeed on a DC 13 Dexterity saving throw or be knocked prone.

GIBBERING MOUTHER

Hock a Loogie. The mouther rolls to recharge its blinding spittle.

Many-Eyed Monstrosity. The mouther makes a Wisdom (Perception) check.

Shriek. The mouther screams at a creature within 10 feet of it. The creature must succeed on a DC 10 Charisma save or become deafened and unable to speak until the end of its next turn.

GITHZERAI MONK

Evasive Techniques. The githzerai takes the Dodge action.

Minor Telekinesis. The githzerai casts *mage hand* or moves a hand that already exists.

Recenter. The githzerai rerolls its initiative check, using the new roll if it is higher.

GNOLL PACK LORD

Chomp. The gnoll makes a bite attack against a creature within reach.

Feral Instinct. The gnoll attempts to recharge its Incite Rampage.

Lope. The gnoll moves up to its speed.

GREEN DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapon.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

Even among the insane gnolls, Barbed Gnasher is a legend. It enters towns through the sewers, eats the finest morsels during their sleep, and finally opens the gates so its brethren can enjoy the rest. Always have a dagger ready to take your own life when Barbed Gnasher visits your town.

GRICK

Ambush Predator. The grick takes the Hide action.

Drag. The grick makes an opposed Strength check against a Medium or smaller creature within 5 feet. If the grick succeeds, it moves with the target up to 10 feet.

GRIFFON

Eagle Eye. The griffon makes a Wisdom (Perception) check.

Snatch. The griffon attempts to grapple a creature within 5 feet. If it succeeds, it can fly up to half its speed.

Swoop. The griffon flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 13 Wisdom saving throw or fall prone.

HUNTER SHARK

Blood in the Water. The shark moves 40 feet toward a target that does not have all its hit points.

Gonna Need a Bigger Boat. The shark makes an attack against an object within 5 feet of it. This attack deals double damage.

INTELLECT DEVOURER

Psychic Burst. The intellect devourer creates a burst of mental energy in a 5-foot sphere around itself. Any creature with an Intelligence 3 or higher in the area must make a DC 12 Intelligence saving throw or take 4 (1d6) psychic damage. If a target fails by 5 or more, they are stunned until the end of their next turn.

Push the Limit. If the intellect devourer is currently inhabiting a host, it takes the Attack or Dash action.

LIZARDFOLK SHAMAN

Bad Juju. The lizardfolk chooses one target within 30 feet of it that it can see. The target must make a DC 12 Charisma saving throw or suffer one of the following effects of the lizardfolk's choice: become frightened of the lizardfolk until the end of the target's next turn or have disadvantage on the next saving throw the target makes before the end of their next turn.

Cantrip. The lizardfolk casts a cantrip.

Spirit Vessel. The lizardfolk briefly channels a spirit into a corpse within 20 feet of it that it can see. The corpse reanimates and serves the lizardfolk until the end of its next turn. The corpse has the statistics of a **zombie**.

MERROW

Chum the Waters. The merrow makes a bite attack against a creature it has grappled.

Reel. The merrow attempts to pull a Huge or smaller creature it hit with its harpoon since the end of its last turn. The target must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Tie-up. The merrow attempts to grapple a creature it has successfully pulled with its harpoon since the end of the merrow's last turn. The merrow has advantage on the Strength (Athletics) ability check made as part of this grapple.

MIMIC

Advanced Mimicry. A creature that is subjected to the mimic's Adhesive trait must succeed on a DC 10 Charisma saving throw or the mimic polymorphs into a copy of it. Its statistics remain the same.

Iron Maiden. While a creature is subjected to the mimic's Adhesive trait, the mimic turns into an iron maiden and attempts to imprison the creature. The target must succeed on a DC 12 Strength saving throw or become imprisoned. The imprisoned target is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 7 (2d6) piercing damage at the start of each of the mimic's turns. The mimic can have only one target imprisoned at a time. If the mimic dies, an imprisoned creature is no longer restrained by it, as it reverts to its amorphous form.

A mimic beset Waterdeep for months. The Waterdhavians called it the Hungry Architect. It mimicked taverns and shops, luring people right into its belly. Some say it haunts the city to this day!

MINOTAUR SKELETON

Spare Parts. The minotaur skeleton attaches a skeleton within 5 feet of it to its body to repair damage. The minotaur skeleton regains hit points equal to 1d4 plus the skeleton's remaining hit points. The skeleton is destroyed and absorbed into the minotaur skeleton.

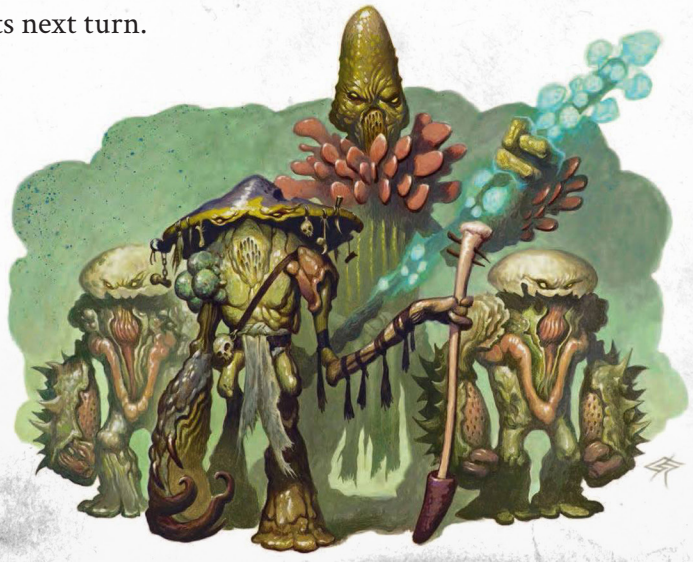
Gore Fling. The minotaur skeleton makes a Gore attack against a target, dealing half damage. The target must succeed on a DC 12 Strength saving throw or be flung 10 feet away from the minotaur skeleton in a direction of its choice.

MYCONID SOVEREIGN

Fervor Spores. A 10-foot cloud of spores extends from the myconid. These spores can go around corners and affect only creatures animated by the sovereign's own Animating Spores. Affected creatures have advantage on attacks made before the end of their next turn.

Maturation Spores (Costs 2 Actions). The myconid targets a myconid sprout within 5 feet of it, ejecting a stream of spores onto the target. The sprout immediately turns into a **myconid adult**.

Weakening Spores. A 5-foot cloud of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures have disadvantage on saving throws made against the myconid's other spore actions and legendary actions until the end of its next turn.



NOTHIC

Lurk. The nothic moves up to 15 feet and takes the Hide action.

Steal Arcana. The nothic casts a 5th-level or lower spell cast since its last turn within 60 feet of it. The nothic must have seen the spell being cast. The spell save DC for this spell is 12 and the nothic has +4 to hit on spell attacks made with a spell cast using this action. The nothic casts this spell without material components if the spell requires them.

OCHRE JELLY

Face Mask. The ochre jelly attempts to grapple a target within 5 of it (escape DC 12). If successful, it attaches itself to the target's face and deals 3 (1d6) acid damage to the target. At the beginning of each of the target's turns, it takes 3 (1d6) acid damage as long as the ochre jelly grapples it.

Detonate. The ochre jelly causes one of the split jellys to explode. Creatures within 5 feet of the explosion must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) acid damage.

OGRE

Angry Idiot. The ogre makes a melee weapon attack against a target that used words the ogre cannot understand (such as casting a spell with verbal components or speaking in an unknown language) this round.

Inspiring Size (Costs 2 Actions). The ogre puffs up its chest, flexes, or makes another show of strength. The ogre chooses a number of CR 2 or less allies equal to its Strength modifier within 30 feet of it. These creatures use their reaction to make an attack or take the Dash action. The ogre cannot use this action if the targets can see a Huge or larger creature, such as a giant.

Rouse Temper. If the ogre has taken damage this round, it has advantage on its next attack.

OGRE ZOMBIE

Lumber About. The zombie moves up to 15 feet. This movement cannot be in a straight line.

Lunging Grasp. The zombie attempts to grapple a creature within 5 feet of it. If the attempt fails, the zombie must succeed on a DC 10 Dexterity saving throw or fall prone.

ORC EYE OF GRUUMSH

Battle Augury. The orc throws small bones and burning sticks across the battlefield. All orcs within 60 feet of it gain 2 (1d4) temporary hit points at the beginning of their turns. If the orc uses this legendary action for 4 consecutive uses of its legendary action, all orcs within 60 feet of it have advantage on their attack rolls for 1 minute or until the orc loses concentration as if concentrating on a spell.

Disengage. The orc takes the Disengage action and moves up to 10 feet.

Holy Spear. The orc makes an attack with its spiritual weapon, if it is summoned.

OROG

Fearsome Display. The orog roars, brandishes its weapon, or performs another similar display of might. Creatures other than orcs within 30 feet of the orog that can see it must make a DC 13 Wisdom saving throw or become frightened of the orog until the end of their next turn.

Studied Assault. The orog studies an opponent's movements and makes an Intelligence check DC 8 + the target's proficiency modifier. If successful, the orog has advantage on the next attack made against that target before the end of the orog's next turn.

Tactical Repositioning. The orog takes the Disengage action and moves 15 feet. This movement cannot be toward an enemy.

Gordush Skin-Flayer, Great Orog of the Skin Tribe

PEGASUS

Divine Will. The pegasus allows a good-aligned creature within 30 feet of it that is charmed, frightened, incapacitated, or stunned to reroll their saving throw against the source of the condition.

Emboldening Presence. The pegasus assumes a majestic stance, giving hope to those nearby. Good-aligned creatures within 10 feet of the pegasus that can see it can roll a d4 and add the number rolled to their next attack made before the end of their next turn.

Galloping Takeoff. The pegasus moves 15 feet along the ground and then flies 20 feet into the air.

PENTADRONE

Direct Attack. The pentadrone detaches one of its eyes to float around a target within 30 feet of it that it can see until the end of the pentadrone's next turn. Any modrons of lower rank than the pentadrone have advantage on attacks made against the target.

Reserve Gas Canister. The pentadrone recharges its paralysis gas.

Stupify. The pentadrone rapidly recites laws of the multiverse. Any creature without the Axiomatic Mind trait within 60 feet of the quadrone that can hear it must make a DC 13 Wisdom saving throw or be incapacitated until the end of their next turn.

PERYTON

Go for the Heart. The peryton makes a melee attack against a humanoid that has half of fewer of its maximum hit points.

Snatch. The peryton attempts to grapple a creature within 5 feet. If it succeeds, it can fly up to half its speed.

Swoop. The peryton flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 12 Wisdom saving throw or fall prone.

PLESIOSAURUS

Blood in the Water. The plesiosaurus moves 20 feet toward a target that does not have all its hit points.

Dive. The plesiosaurus swims 80 feet directly downward.

POLAR BEAR

Imposing Figure. The bear stands on its hind legs and lets out a roar. Any creature within 30 feet of the bear that can see and hear it must make a DC 12 Wisdom saving throw or be frightened of the bear until the end of their next turn.

Overpowering Charge. The bear moves up to 15 feet in a straight line toward a creature. The creature must make a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the bear makes an attack using its claws.

Pin. The bear pins a prone creature within 5 feet of it. The creature is grappled (escape DC 15).

POLTERGEIST

I'm Heeere. The poltergeist slams doors open and closed again, breaks minor unattended objects, and makes other scary displays of might in an area 30 feet around it. Any creature that can see the area must make a DC 12 Wisdom saving throw or become frightened until the end of their next turn.

Telekinetic Disarm. The poltergeist disarms a target within 30 feet of it. The poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls one object wielded by the target up to 30 feet in any direction.

Telekinetic Trip. The poltergeist throws a piece of debris or other object toward a creature within 30 feet of it. The target must make a DC 12 Dexterity saving throw or be knocked prone.

PRIEST

Divine Presence. The priest casts either its *light* or *thaumaturgy* cantrip.

Prayer for Protection (Costs 2 Actions). The priest and up to 3 allies within 10 feet of the priest add 1d4 to the next saving throw they make before the start of their next turn.

Sacrifice. The priest takes 1d4 psychic damage; a creature of the priest's choice within 30 feet of it gains hit points equal to the damage dealt.

QUAGGOTH

Bloody Frenzy. If the quaggoth is under the effects of its Wounded Fury trait, it makes one attack against a dying creature.

Leaping Tackle. The quaggoth jumps up to 30 feet in a straight line toward a target. The target must make a DC 13 Strength saving throw or be knocked prone.

Undying Fury. The quaggoth reduces the next source of damage it takes before the end of its next turn by its Constitution modifier.

RHINOCEROS

Disengage. The rhinoceros uses the Disengage action and moves up to 10 feet.

Trample. The rhinoceros tramples a creature within 5 feet of it that is prone. The target must make a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Unsettling Roar. Creatures within 15 feet of the rhinoceros must succeed on a DC 15 Wisdom saving throw or must subtract 1d4 from their next attack roll or saving throw.

Krokharbor, a crimson rhinoceros blessed by Malar, roams the Shaar and protects its lands. The natives worship Krokharbor and lure invaders its way.

RUG OF SMOTHERING

Snap. The rug snaps a cloud of dust into the face of a creature within 5 feet of it, forcing it to make a DC 11 Constitution saving throw or become incapacitated with sneezing and choking until the end of its next turn.

Unravel. The rug releases a smothered creature, causing it to land prone in an unoccupied space within 5 feet.

SABER-TOOTHED TIGER

Sense Prey. The tiger automatically succeeds on a Wisdom (Perception) check against a target within 20 feet that doesn't have all its hit points.

Sprint. The tiger takes the Dash action.

Stalk. The tiger moves up to 10 feet and takes the Hide action.

SAHUAGIN PRIESTESS

Blood in the Water. The sahuagin moves 40 feet toward a target that does not have all its hit points.

Command Shark. The sahuagin telepathically commands a shark within 120 feet of it. The shark uses its reaction to move up to 30 feet and make an attack.

Sekolah's Bite. The sahuagin attacks with her spiritual weapon.

SEA HAG

Birth Spawn. The hag belches forth a **swarm of quippers** into a body of water within 5 feet of the hag. The swarm acts on the hag's turn and obeys any commands the hag issues. The hag can only have one swarm of quippers at a time.

Bloating Curse (Costs 2 Actions). The hag targets one creature within 30 feet of it that it can see. The target must make a DC 13 Charisma saving throw or their skin becomes bloated as if by sea water. The target is poisoned and begins sinking if they are submerged in water.

The target may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

Unruly Waters. The hag targets a 60-foot-cube of water and causes it to churn and twist unnaturally until the end of the hag's next turn. For the duration, the area is difficult terrain.

SILVER DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

SPINED DEVIL

Cover Up. The devil curls up, using its spines defensively. Any creature that touches the devil or hits it with a melee attack while within 5 feet of it before the beginning of the devil's next turn takes 5 (2d4) piercing damage.

Evasive Action. The devil takes the Dodge action if it is flying.

Spine Storm. The devil prepares to throw a hail of tail spines. The next tail spine attack the devil makes before the end of its next turn hurls three spines, dealing 9 (3d4 + 2) piercing damage. This attack reduces the number of tail spines remaining by three and cannot be used if the devil has fewer than three spines remaining.

SWARM OF POISONOUS SNAKES

Entwine. A creature whose space the swarm occupies must succeed on a DC 12 Strength or Dexterity saving throw or the swarm attaches itself to it. While attached, the swarm has advantage on attack rolls against the target and moves with it. The target can use an action to detach the swarm.

Split. The swarm spawns a poisonous snake within 5 feet of it and loses 2 hit points.

Flea-Ear is a notorious wererat who visits Neverwinter's orphanages during the night. The lycanthrope infects the children with its curse and spirits them away during the following months, never to return.

WERERAT

Adaptable Tactics. If the wererat is in its humanoid or hybrid forms, it takes the Hide action. If it is in its rat form, it takes the Disengage action.

Dirty Tricks (Humanoid or Hybrid Form Only). The wererat throws sand, filth, or another substance at a creature within 5 feet of it. The wererat makes a ranged attack roll; if the attack hits, the target is blinded until the end of their next turn.

Sudden Change. The wererat uses its Shapechanger trait.

WHITE DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapon.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

WILL-O'-WISP

Entrance. The will-o'-wisp blinks hypnotically at a creature within 10 feet. The creature must make a DC 12 Wisdom saving throw or become charmed by the will-o'-wisp until the end of its next turn.

Illumination. The will-o'-wisp uses its Variable Illumination trait.

Wink. The will-o'-wisp and it's light magically become invisible until the start of its next turn.

CHALLENGE RATING 3 (CR 3)

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.

ANKYLOSAURUS

Hunker. The ankylosaur adds it's Constitution modifier to its AC until the start of its next turn.

Sweep. The ankylosaur forces one creature within reach of its tail to make a DC 14 Strength saving throw or be knocked prone.

BASILISK

Startle. The basilisk attempts to startle a creature within 30 feet that has averted its eyes from the basilisk. The creature must succeed on a DC 10 Wisdom saving throw or look at the basilisk. If a creature succeeds on its saving throw, it becomes immune to the basilisk's startle for 24 hours.

Lumbering Tackle. The basilisk moves 10 feet straight toward a creature and attempts to push it over. The target must make a DC 13 Strength saving throw or be knocked prone.

BEARDED DEVIL

Defensive Stance. The devil takes a defensive stance, twirling its glaive around its body. The devil adds 2 to its AC against the next weapon attack made against it before the beginning of its next turn.

Infernal Hatred. The devil chooses a target within 15 feet of it that has damaged it since the end of its last turn. The devil has advantage on the next melee weapon attack made against the target before the end of the devil's next turn.

Step Through Hell (Costs 2 Actions). The devil teleports up to 60 feet to a location it can see.

BLUE DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

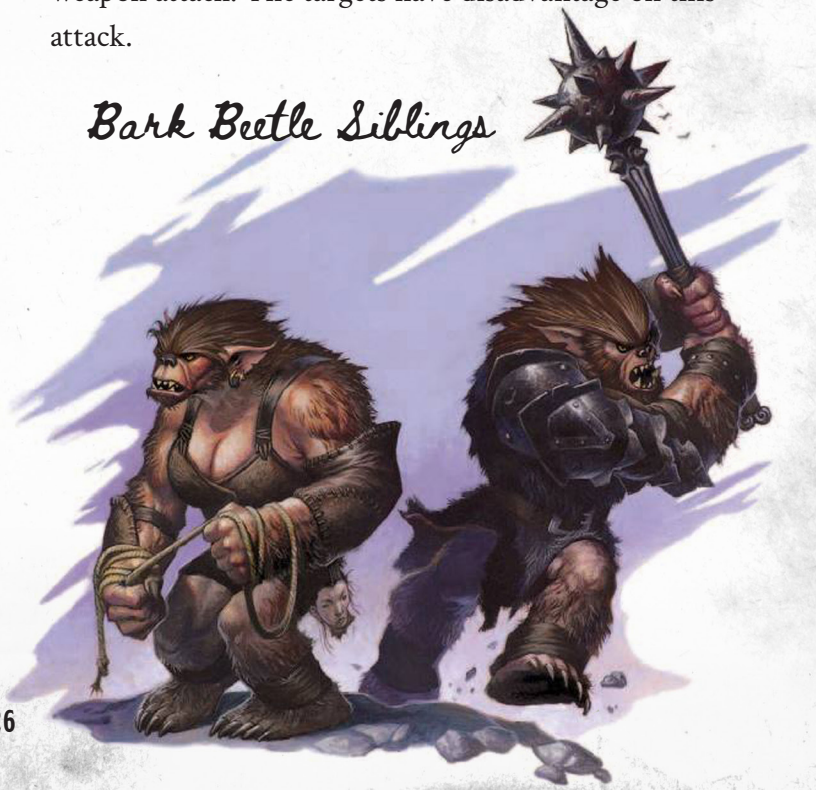
Retreat. The dragon uses the Disengage action and moves up to 20 feet.

BUGBEAR CHIEF

Blessed of Hruggek (Costs 2 Actions). The bugbear chief targets another bugbear within 30 feet of it that it can see that has been charmed, frightened, paralyzed, poisoned, stunned, or put to sleep. The effect ends on the target and it can use its reaction to make an attack.

Survival of the Fittest. The bugbear forces another goblinoid into its enemies, creating an opening to escape. The bugbear shoves one goblinoid within 5 feet whose challenge rating is less than the bugbear's up to 10 feet toward an enemy. The shoved goblinoid falls prone at the end of the movement.

Taskmaster. The bugbear shouts, forcing lesser goblinoids to action. Up to two goblins (but not goblin bosses) or one bugbear within 30 feet use their reaction to move up to 15 feet and make a melee weapon attack. The targets have disadvantage on this attack.



DISPLACER BEAST

Redisplacement. If the displacer beast's Displacement trait is currently disrupted by an attack, roll a d6; on a 5-6, the trait begins functioning immediately.

Prowl. The displacer beast takes the Hide action.

Scattered Movement. The displacer beast moves up to half its speed without provoking opportunity attacks.

DOPPELGANGER

Bamboozle. The doppelganger takes the Disengage action and moves up to half its speed.

Blend In. The doppelganger uses its Shapechanger trait.

Sneak. The doppelganger takes the Hide action.

GIANT SCORPION

Armored Exoskeleton. The scorpion braces itself until the start of its next turn. The first attack roll against it during this time has disadvantage.

Potency. The scorpion prepares its venom. If it hits a creature with its stinger before the end of its next turn, it rolls the poison damage twice and uses either result.

Squeeze. The scorpion deals bludgeoning damage equal to its Strength modifier to one creature it is grappling.

GITHYANKI WARRIOR

Dimension Swap. The githyanki switches places with an ally within 30 feet of it that it can see.

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.

Thought Shield. The githyanki has advantage on the next saving throw it makes against being charmed, frightened, incapacitated, stunned, or put to sleep before the end of its next turn.

GOLD DRAGON WYRMLING

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.

GREEN HAG

Cantrip. The hag casts a cantrip.

Enticing Treat. The hag produces a piece of candy from a fold in her clothing and entices a target within 15 feet that she can see. The target must make a DC 14 Wisdom saving throw or use its reaction to move toward the hag. If the target fails its saving throw by 5 or more, the target is charmed by the hag until the end of its next turn.

Evil Eye. A target within 30 feet of the hag that can see her has disadvantage on its next ability check, attack roll, or saving throw it makes before the end of its next turn.

Karamaga, a fabled hag, lives in a sentient, walking hut and troubles the countryside. She abducts children who must shovel coals and replaces them with polymorphed pigs, the families none the wiser.

GRELL

Brain Attack. A creature within 60 feet of the grell must succeed on a DC 12 Wisdom saving throw or take 5 (2d4) psychic damage.

Shock. A creature grappled by the grell must make a DC 15 Constitution saving throw. A target takes 5 (1d10) lightning damage on a failed save, or half as much damage on a successful one.

Take Off. The grell uses the Disengage action and moves up to 10 feet.

HELL HOUND

Call the Pack. One creature with the Pack Tactics trait that the hound can see uses its reaction to move up to its speed toward a target within 5 feet of the hound.

Deep Breaths. The hound rolls to recharge its fire breath.

Exhale Ash. The hound exhales a pitch-black ash cloud into a 5-foot-square area within 5 feet of it. Any creature in the area is blinded by the ash.

HOBGOBLIN CAPTAIN

Combat Instruction. The hobgoblin picks another creature it can see within 60 feet that has the Martial Advantage trait; the target's Martial Advantage damage increases to 10 (3d6) until the end of its next turn.

Field Medicine. The hobgoblin applies field medicine to itself or an ally within 5 feet of it; the target gains 1d6 temporary hit points.

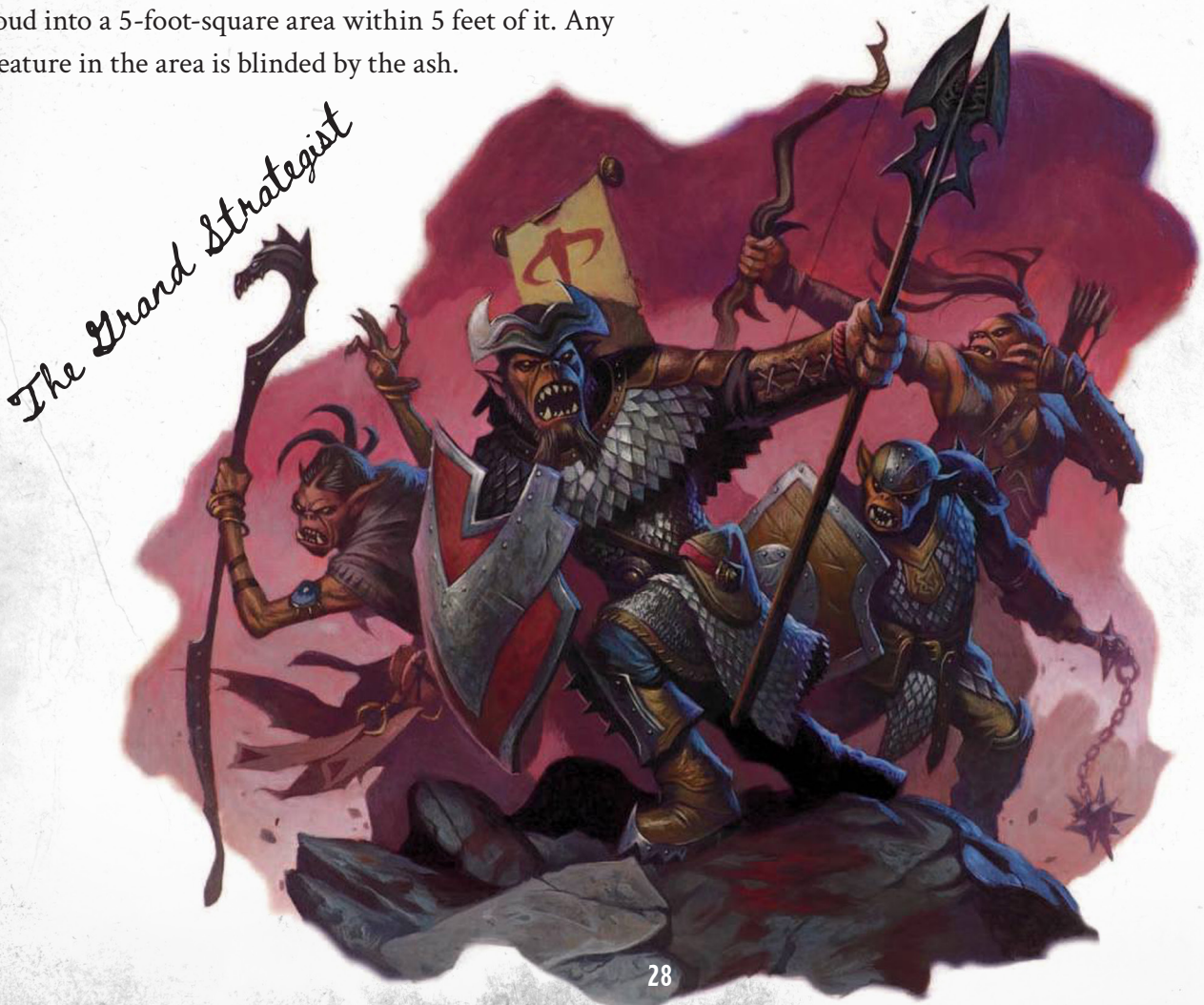
Support the Troops. The hobgoblin takes the Help action against a hostile creature within 5 feet of it.

HOOK HORROR

Clamber. The hook horror climbs up to half its speed.

Knock Hook. The hook horror makes a Wisdom (Perception) check.

Hooked. The hook horror attempts to shove a creature within reach.



KILLER WHALE

Brutal Ram. If the whale moves at least 40 feet straight toward a target, the target must succeed on a DC 14 Strength saving throw or become stunned until the end of its next turn.

Tail Fin Attack. A creature within 10 feet of the whale must make a DC 14 Dexterity saving throw. A target takes 7 (2d6) bludgeoning damage on failed save, or half as much damage on a successful one.

KNIGHT

Challenge. The knight targets one creature it can see within 30 feet of it. The knight gains +2 AC against that creature for 1 minute or until it challenges another creature.

Command. The knight commands a creature within 60 feet of it. The creature can use its reaction to make one weapon attack or move up to half its speed.

Rally. The knight gives a rallying cry. Up to 3 other creatures of the knight's choice within 30 feet of it gain temporary hit points equal to the knight's Constitution modifier (+2).

KUO-TOA MONITOR

Leap. The kuo-toa leaps a distance up to its speed.

Super Slippery. The kuo-toa exudes more of the slippery liquid that covers its body. Attack rolls made against the kuo-toa have disadvantage until the end of its next turn.

MANTICORE

Abduct. The manticore grapples a target (escape DC 13). If it succeeds and the target is Medium or smaller, the manticore flies up to 30 feet.

Charging Tackle. The manticore moves up to 20 feet toward a target and tackles it. The target must make a DC 13 Strength saving throw or be knocked prone.

Spike Storm. The manticore prepares to throw a hail of tail spikes. The next tail spike attack the manticore makes before the end of its next turn hurls three spikes, dealing 16 (3d8 + 3) piercing damage. This attack reduces the number of tail spikes remaining by three and cannot be used if the manticore has fewer than three spikes remaining.

Since centuries, the Blue Demon patrols the halls of Quarduhl. The treasure of these ancient halls remain untouched, as the Blue Demon slays one looter after the other.

MINOTAUR

Bullheaded. The minotaur gains temporary hit points equal to its Constitution modifier.

Shove. The minotaur attempts to shove a target in reach. If the target loses the contest, they are shoved 10 feet away from the minotaur. The minotaur can choose to follow the target.

Sudden Entrance (Costs 2 Actions). The minotaur moves up to 40 feet in a straight line. If the minotaur moves at least 10 feet and comes into contact with a solid surface, such as a wall, it can make a DC 14 Strength check to burst through a wooden barrier up to 5 feet thick, a stone barrier up to 1 foot thick, or a metal barrier up to an inch thick. Any creature within 30 feet of a barrier the minotaur breaks down must make a DC 10 Wisdom saving throw or be frightened of the minotaur until the end of its next turn.

MUMMY

Fiery Rage. If the mummy has taken fire damage since the end of its last turn, it moves up to 20 feet and attacks with its rotting fist.

Reaping Word. The mummy utters an ancient word foretelling doom on a target within 20 feet of it that can hear the mummy. The target must make a DC 11 Charisma saving throw or take 10 (3d6) necrotic damage at the end of their next turn. A remove curse spell or similar magic ends this effect.

Will of Dark Gods (Costs 3 Actions). If the mummy has 25 or fewer hit points, it casts vampiric touch. Once the mummy has made one successful attack with the spell, the effect ends.

NIGHTMARE

Bellow Smoke. The nightmare breathes out an undulating cloud of black smoke in a 20-foot cone. Creatures other than the nightmare are blind while inside the area.

Fiendish Will. The nightmare allows an evil-aligned creature within 30 feet of it that is charmed, frightened, incapacitated, or stunned to reroll their saving throw against the source of the condition.

Terrible Visage. The nightmare stamps the ground and flares its mane, disheartening those near it. Good-aligned creatures within 30 feet that can see the nightmare must make a DC 12 Wisdom saving throw or have disadvantage on Wisdom saving throws from creatures other than the nightmare until the end of their next turn. If the creature's saving throw is successful, it is immune to the nightmare's terrible visage for 24 hours.

OWLBEAR

Imposing Figure. The owlbear stands on its hind legs and lets out a roar. Any creature within 30 feet of the owlbear that can see and hear it must make a DC 11 Wisdom saving throw or be frightened of the owlbear until the end of their next turn.

Overpowering Charge. The owlbear moves up to 15 feet in a straight line toward a creature. The creature must make a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the owlbear makes an attack using its claws.

Stubborn Furiosity. The owlbear rerolls its saving throw against one effect causing it to be charmed, frightened, incapacitated, or stunned.

PHASE SPIDER

Ephemeral Web. The spider fires webs at a creature within 30 feet of it. The target must succeed on a DC 12 Dexterity saving throw or become restrained. The target can use its action to make DC 12 Strength check, bursting the webbing on a success. The webs vanish to the Ethereal Plane at the end of the target's next turn.

Ethereal Jaunt. The spider uses its Ethereal Jaunt ability.

Skitter. The spider moves up to half its speed.

QUAGGOTH THONOT

Bloody Frenzy. If the quaggoth is under the effects of its Wounded Fury trait, it makes one attack against a dying creature.

Leaping Tackle. The quaggoth jumps up to 30 feet in a straight line toward a target. The target must make a DC 13 Strength saving throw or be knocked prone.

Psionic Fortitude. The quaggoth empties its mind of pain. Roll 1d4 – 1 (minimum 1) the next time the quaggoth takes damage before the end of its next turn. The quaggoth does not suffer the damage immediately but instead takes it at the end of its turn after a number of rounds equal to the result of the d4.

SPECTATOR

Evasive Action. The spectator takes the Dodge action if it is flying.

Glimpse of Madness. Roll a d6. On a 3–6 the spectator uses an eye ray of its choice. On a 1–2 the spectator falls into a maddening argument with itself or an imagined creature; all attacks against the spectator have advantage until the end of its next turn.

Renewed Defences. If the spectator successfully reflected a spell (the new target failed their saving throw or was hit by the spell attack) since the end of its last turn, it regains its reaction.

VETERAN

Defensive Fighting. If the veteran is wielding its longsword and shortsword, it gains a +2 bonus to AC.

Determined Strike. The veteran targets one creature it can see within 30 feet of it. The veteran has advantage on the next attack made against that target before the end of the veteran's next turn, but disadvantage on attacks against any other target.

Pinning Shot (Costs 2 Actions). The veteran takes careful aim, firing a bolt that pins its target to the ground. If the veteran is wielding a loaded heavy crossbow, it fires at a target within 60 feet of it. If the attack hits, it deals no damage but the target is restrained until they or another creature take an action to remove the bolt.

WATER WEIRD

Invisible Retreat. The water weird Disengages and moves up to 20 feet underwater, completely submerging itself.

Sink In. The water weird causes a creature it has grappled to have disadvantage on checks made to escape the grapple until the end of the water weird's next turn.

Water Jet. The water weird fires a 20-foot-long, 5-foot-wide line from its mouth. Any creatures in the area must make a DC 13 Strength saving throw or be pushed 10 feet away. If a creature fails the saving throw by 5 or more, it is knocked prone at the end of this movement.

WEREWOLF

Adaptable Tactics. If the werewolf is in its humanoid or hybrid forms, it takes the Dodge action. If it is in its wolf form, it takes the Dash action.

Startling Howl (Hybrid or Wolf Form Only). The werewolf howls, forcing every creature within 60 feet that can hear it to make a DC 10 Wisdom saving throw or be frightened of the werewolf until the end of their next turn.

Sudden Change. The werewolf uses its Shapechanger trait.

WIGHT

Call of the Grave (Costs 2 Actions). The wight speaks a dark word, bringing death closer to the dying. Any dying creatures within 60 feet of the wight must make a DC 12 Constitution saving throw or suffer a failed death saving throw.

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

Chilling Touch (Costs 2 Actions). The wight touches a creature within reach, forcing them to make a DC 13 Constitution saving throw or be stunned until the end of their next turn.

Command Zombies. The wight issues a command to any zombies created by its life drain action or call of the grave legendary action within 20 feet of it. The zombies can use their reaction to either move or make an attack.

WINTER WOLF

Call the Pack. One creature with the Pack Tactics trait that the wolf can see uses its reaction to move up to its speed toward a target within 5 feet of the wolf.

Deep Breaths. The wolf rolls to recharge its cold breath.

Hit and Run. If the wolf has made a successful attack since the beginning of its last turn, it Disengages and takes the Hide action.

YETI

Howl. The yeti howls at a creature it can see within 30 feet. The creature must make a DC 11 Wisdom saving throw or be frightened of the yeti until the end of its next turn.

Lumber. The yeti moves up to half its speed, or up to its full speed if it has taken fire damage since the end of its last turn.

Predatory Instincts. The yeti makes a Wisdom (Perception) check.

In the far north lies the village of Caer-Konig, covered by snow all year round.
The village folks have a peculiar tradition. During the winter solstice, they don white pelts and bring offerings to a small shrine high up the Cairn. They say it is vital to appease Hor-Tora, the King of Yetis.

YUAN-TI MALISON

Intensify Poison. A creature within 5 feet of the yuan-ti which was hit by its bite attack during the last round must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

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

Squeeze. A creature grappled by the yuan-ti must make a DC 15 Strength saving throw. The target takes 5 (1d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Hor-Tora, King of Yetis

LEGENDARY NAMES

To determine the name of a legendary monster, first roll on the Prefixes table, then on the Title table, and finally on the Suffix table.

Prefixes

d20	Prefix
1	The Awful
2	The Terrible
3	The Possessed
4	The Wise
5	The Ancient
6	The Ravenous
7	The Diseased
8	The Mad
9	The Abhorrent
10	The Repugnant
11	The Deadly
12	The Devious
13	The Haunted
14	The Morbid
15	The Crooked
16	The Bewitched
17	The Fabled
18	The Foretold
19	The Storied
20	The Menacing

Title

d20	Title
1	Hunter
2	Killer
3	Protector
4	Stalker
5	Monstrosity
6	Eviscerator
7	Devourer
8	Lurker
9	Beast
10	Annihilator
11	Ravager
12	Warden
13	Guardian
14	Eater
15	Leviathan
16	Spirit
17	Strider
18	Emperor
19	Soulstealer
20	Scourge

Suffix

d20	Suffix
1	Of Worlds
2	Of the Realms
3	Of Allkind
4	Of Terror
5	Of the Deep
6	Of Ultimate Evil
7	Of Legend
8	Of Unspeakable Horror
9	Of Disaster
10	Of Chaos
11	Of War
12	Of Pestilence
13	Of Death
14	Of Insanity
15	Of Ash
16	Of Cinders
17	Of Bones
18	Of the Hells
19	Of Civilization
20	Of Slimes

The Ancient Spirit of Slimes lives in a secluded cave in the jungles of Chult. Most probably thousands of adventurers have found their deaths venturing into its domain unprepared. Their flesh, thoughts, and feelings were dissolved by the slime's caustic innards. Now, they live on as a shared consciousness.