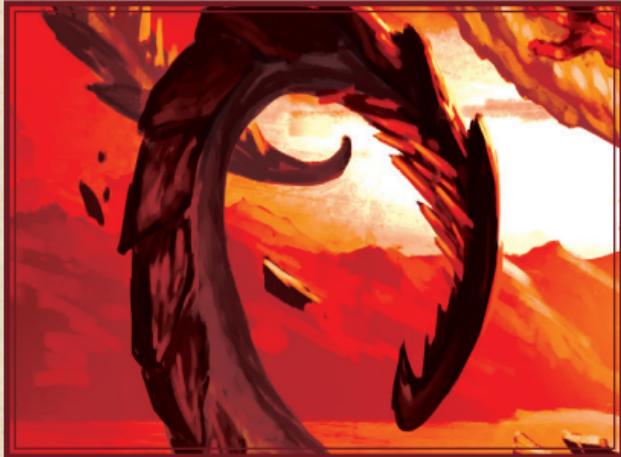


CANE LEECH, GIANT



Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +4

Senses blindsight 30 ft., passive Perception 13

Languages —

Amphibious. The leech can breathe air and water.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 6 (1d8 + 2) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

Blood Spray (Recharges after a Blood Drain Hit). *Ranged Weapon Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 6 (1d8 + 2) poison damage, and if the target is Medium or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.

CHALLENGE 1/4 (50 XP)

DARK SENTINEL



Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +4

Senses passive Perception 10

Languages any one language

Blood Fuel. When the sentinel reduces a creature to 0 hit points with a melee weapon attack on its turn, it can cast a spell of 1st level or lower as a bonus action.

Marked Soul. The sentinel has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Second Wind (Recharges after a Short or Long Rest). The sentinel can use a bonus action to regain 5 (1d10) hit points.

Spellcasting. The sentinel is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sentinel has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, shocking grasp*

1st level (4 slots): *bane, hellish rebuke, inflict wounds, shield*

2nd level (2 slots): *darkness, hold person*

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 2 (1d4) necrotic damage.

CHALLENGE 1 (200 XP)

DEVIL RAT



Tiny beast, neutral evil

Armor Class: 13

Hit Points: 3 (1d4 + 1)

Speed: 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages —

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

DEVIL RAT FEVER

The disease's lesions manifest in 1d3 days, causing the victim's Constitution and Strength scores to decrease by 1 each. Each day that the victim is diseased, more of the lesions will appear. At the end of each long rest, an infected creature makes a DC 11 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Strength lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim's Constitution and Strength scores each decrease by 1 again. If a creature's Constitution score or Strength score is reduced to 0 as a result of this disease, they are slain. Anyone attempting to dispose of their corpse must succeed on a DC 10 Wisdom (Medicine) check. If they fail, they must immediately make a DC 11 Constitution saving throw or contract devil rat fever.

CHALLENGE 1/8 (25 XP)

DEVIL RATS, SWARM



Medium swarm of Tiny beasts, neutral evil

Armor Class 13

Hit Points 38 (7d8+7)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

CHALLENGE 1/2 (100 XP)

DEVIL RAT Matriarch



Large beast, neutral evil

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	12 (+1)	5 (-3)

Skills Stealth +1

Senses darkvision 60 ft., passive Perception 11

Languages —

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

Rupture. When the matriarch drops to 21 or fewer hit points, place a new swarm of devil rats in her space.

ACTIONS

Multiattack. The matriarch makes one bite attack and one tail trip attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

Tail Trip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

CHALLENGE 2 (450 XP)

DEVIL RAT, PUTRID



Small beast, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

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

Stench. Any creature that starts its turn within 5 feet of the rat must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

Bile Spray (Recharge 6). The putrid devil rat vomits a 15-foot cone of noxious matter. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

CHALLENGE 1/4 (50 XP)

DEVIL RAT, RIPPER



Small beast, neutral evil

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever.

CHALLENGE 1/8 (25 XP)

DREAD REMNANT



Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

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

Magic Weapons. The dread's weapon attacks are magical. Turn Immunity. The dread is immune to features that turn undead.

ACTIONS

Multiattack. The dread makes two melee attacks.

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

Frightful Presence. Each creature of the dread's choice that is within 60 feet of the dread and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread's Frightful Presence for the next 24 hours.

CHALLENGE 3 (700 XP)

CRYPT SPIDER



Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	1 (-5)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) acid damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the acid damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Acid Spray (Recharge 5–6). The spider spews acid in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to acid, bludgeoning, poison, and psychic damage).

CHALLENGE 3 (700 XP)

ESSENCE-STARVED DESOLATOR



Large fiend (infernal horror), lawful evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	4 (-3)

Saving Throws Dex +2, Con +5

Skills Perception +2

Damage Resistances acid, poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 12

Languages —

CHALLENGE 4 (1,100 XP)

Anathema. When the desolator is summoned, non-infernal creatures within a 20-foot radius of it take 5 (1d10) acid damage.

Magic Weapons. The desolator's weapon attacks are magical. Scuttle. The desolator can take the Dash action as a bonus action on each of its turns.

Soulless. The desolator does not have a soul.

ACTIONS

Multiattack. The desolator makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage plus 3 (1d6) necrotic damage, and the target is grappled (escape DC 14). The desolator has two claws, each of which can grapple only one target.

Black Bile (Recharge 5–6). The desolator spews a fountain of bile in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.

ESSENCE-STARVED GRIEVER



Small fiend (infernal horror), lawful evil

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 0 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Saving Throws Dex +5

Damage Vulnerabilities radiant

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

Magic Weapons. The grievers weapon attacks are magical.

Soulless. The grievers does not have a soul.

Void Inferno. The grievers can take the Help action to help an allied grievers attack a creature within the normal range of both grievers' Void Fire. If the attack hits, the target takes an extra 5 (1d10) fire damage.

ACTIONS

Void Fire. *Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or 60/180 ft., one creature. Hit: 6 (1d6 + 3) fire damage.*

CHALLENGE 1 (200 XP)

ESSENCE-STARVED HOWLER



Medium fiend (infernal), lawful evil

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

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

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

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

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

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

Soulless. The howler does not have a soul.

ACTIONS

Impaler. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage. A creature damaged by this attack can't regain hit points until the start of the howler's next turn.

REACTIONS

Vengeance. If an infernal ally of the howler takes damage, can use its reaction to move up to half its speed toward the creature that damaged the ally and then make one impaler attack against that creature.

CHALLENGE 2 (450 XP)

GANG BOMBER



Small humanoid (gobber), neutral evil

Armor Class 14 (alchemist's leathers)

Hit Points 10 (3d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Five Cant plus any one language

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

ACTIONS

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

Fire Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Flash Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. Each creature within 5 feet of that point must succeed on a DC 13 Constitution saving throw or be blinded and deafened until the end of the bomber's next turn.

Smoke Bomb. The bomber tosses a bomb at a point it can see within 20 feet of it. The area within 5 feet of that point is heavily obscured by smoke until the end of the bomber's next turn.

CHALLENGE 1/4 (50 XP)

GANG CUTTHROAT



Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidate +2, Stealth +3

Senses passive Perception 11

Languages Five Cant, any one language appropriate for the region.

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

Sneak Attack. Once per turn, the cutthroat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cutthroat that isn't incapacitated and the cutthroat doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CHALLENGE 1/4 (50 XP)

GANG ENFORCER



Medium humanoid (any), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Deception +3, Perception +3, Stealth +4

Senses passive Perception 13

Languages Five Cant plus any one language

Stick 'Em In. On each of its turns, the enforcer can cause one ally within 80 feet to move up to its speed as a bonus action.

Point Blank. The enforcer does not have disadvantage on hand cannon attacks made against a target within 5 feet of it.

ACTIONS

Multiattack. The enforcer makes one cutlass attack and one hand cannon attack.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Hand Cannon. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

CHALLENGE 1/2 (100 XP)

GANG GAFFMAN



Medium humanoid (any), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidate +2, Stealth +3

Senses passive Perception 11

Languages Five Cant plus any one language

Sea Legs. The gaffman has advantage on saving throws and ability checks made to maintain its balance or avoid being knocked prone.

ACTIONS

Gaff Hook. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, and the target must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or be pushed 5 feet away from the gaffman or knocked prone (the gaffman's choice).

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CHALLENGE 1/4 (50 XP)

GANG LOOKOUT



Medium humanoid (any), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages Five Cant plus any one language

Quick Escape. The lookout can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Rifle Butt. *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. *Hit:* 3 (1d4 + 1) bashing damage.

Carbine. *Ranged Weapon Attack:* +3 to hit, reach 50/150 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage, and the lookout's allies have advantage on attack rolls against the target until the start of the lookout's next turn.

CHALLENGE 1/4 (50 XP)

GANG PILOT



Medium humanoid (any), neutral evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages Five Cant plus any one language

Sea Legs. The pilot has advantage on saving throws and ability checks made to maintain its balance or avoid being knocked prone.

ACTIONS

Lantern Pole. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Blinding Flash (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage, and the target and each creature within 5 feet of it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHALLENGE 1 (200 XP)

GANG THUG



Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Athletics +3, Intimidate +2

Senses passive Perception 11

Languages Five Cant, any one language appropriate for the region.

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

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage.

CHALLENGE 1/8 (25 XP)

HORNBEAK TRASK STALKER



Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Adrenaline Surge (1/Day). For 2 (1d4) rounds, the trask can make an attack or take the Dash action as a bonus action.

Afterward, for an equal number of rounds, its speed is halved and it has disadvantage on attack rolls.

Hunting Hound. The trask's allies have advantage on attack rolls against a creature if the creature is within 5 feet of the trask and the trask isn't incapacitated.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) piercing damage.

CHALLENGE 1/4 (50 XP)

INFERNAL CULTIST



Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Stealth +3

Senses passive Perception 11

Languages any one language

Marked Soul. The cultist has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

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

Spellcasting. The cultist is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cultist has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance*
1st level (2 slots): *bane, inflict wounds*

ACTIONS

Ritual Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) necrotic damage.

CHALLENGE 1/4 (50 XP)

OGRUN BULLY



Medium humanoid (ogrun), neutral evil

Armor Class 14 (armored apron)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Five Canti plus any one language

Bully. The bully has advantage on an attack roll against a creature if none of the creature's allies are within 5 feet of the creature.

ACTIONS

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

Blunderbuss. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half the damage dealt to the target.

CHALLENGE 1 (200 XP)

RAZORBAT



Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Skills Stealth +6

Senses blindsight 60 ft., passive Perception 11

Languages —

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. A creature damaged by the razorbat begins bleeding. While bleeding, a creature takes 1 damage at the start of each of its turns. The bleeding ends if the bleeding creature succeeds on a DC 10 Constitution saving throw at the end of its turn or receives healing. Alternatively, the bleeding creature, or a creature within 5 feet of it, can use an action to make a DC 10 Wisdom (Medicine) check, ending the bleeding on a success.

Sonic Screech (Recharge 6). The razorbat projects a focused beam of high-pitched sound in a 15-foot cone. Each creature in that area must succeed on a DC 10 Constitution saving throw or take 5 (2d4) thunder damage and be stunned until the start of the razorbat's next turn.

CHALLENGE 1/4 (50 XP)

RISEN GATORMAN



Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

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

ACTIONS

Multiattack. The gatorman makes two melee attacks: one with its bite and one with its glaive.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gatorman can't grapple another target.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Death Roll. A creature grappled by the gatorman is knocked prone and takes 15 (2d10 + 4) bludgeoning damage. In addition, if the grappled creature is underwater, the amount of time it can hold its breath is reduced by 1 minute. Creatures that can't be knocked prone are immune to this attack.

CHALLENGE 2 (450 XP)

RISEN THRALL



Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

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

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

ACTIONS

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

CHALLENGE 1/4 (50 XP)

RUSTBUCKET



Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 42 (4d10 + 20)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses passive Perception 10

Languages understands the languages of its manufacturer but can't speak

Cortex. Rustbucket's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. Rustbucket will carry out these commands with no regard for its own safety.

Steam Powered. Rustbucket requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, Rustbucket can function for 1 hour with a full fuel load. If Rustbucket's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, Rustbucket has disadvantage on Dexterity (Stealth) checks.

Shoddy Maintenance. Roll a d6 at the start of each of Rustbucket's turns. On a 1, it is stunned for one round. On a 2 to 4, it has disadvantage on all rolls and its speed is halved for one round. On a 5, it acts normally. On a 6, it has advantage on all rolls for one round but treats a roll of 6 as a roll of 1 when it rolls for this ability next round.

ACTIONS

Multiattack. Rustbucket makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.

CHALLENGE 1 (200 XP)

SLUDGE BRUTE



Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Alchemical Consumption. The sludge brute can absorb any alchemical or magic potion it comes into contact with, regaining hit points just as if it had consumed a potion of healing of the same rarity as the absorbed item.

Alchemical Scent. The sludge brute has advantage on Wisdom (Perception) checks to detect alchemical substances and potions.

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

False Appearance. While the sludge brute remains motionless, it is indistinguishable from an ordinary puddle of toxic waste.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by a random condition for 1 minute, as shown in the following table. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

d6	Condition
1	Charmed
2	Frightened
3	Invisible
4	Petrified
5	Poisoned
6	Blinded

CHALLENGE 2 (450 XP)

SOUL SHRIVEN



Medium humanoid (any), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Arcana +2, Religion +2

Senses passive Perception 11

Languages any one language

Agonizing Blast. The shriven adds its Charisma modifier (+3) to the damage of its eldritch blast cantrip.

Marked Soul. The shriven has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Soul Scourge. The shriven can take 5 (1d10) damage that can't be reduced or prevented in any way to gain advantage on a spell attack roll or to impose disadvantage on a target's saving throw to resist one of its spells.

Willing Vessel. An infernalist or infernal master can use Summon Infernal as a bonus action rather than an action if it designates the shriven as the ally to be destroyed.

Spellcasting. The shriven is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following warlock spells prepared: Cantrips (at will): *chill touch, eldritch blast*

1st–2nd level (2 2nd-level slots): *entangle, hellish rebuke, hold person, ray of enfeeblement*

ACTIONS

Chain Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 2 (1d4) necrotic damage.

CHALLENGE 1 (200 XP)

THRALL WARRIOR



Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	4 (-3)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

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

ACTIONS

Multiattack. The thrall warrior makes two attacks with its greatsword.

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

CHALLENGE 2 (450 XP)

THRULLG, INJURED



Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	8 (-1)	7 (-2)

Skills: Athletics +5, Stealth +2

Senses darkvision 60 ft., passive Perception 9

Languages —

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

Magic Sense. The thrullg can pinpoint the location of magic items and spellcasting within 100 feet of it.

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

ACTIONS

Multiattack. The thrullg makes two melee attacks: one with its claws and one with its tentacle bite.

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

Tentacle Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the thrullg can't use its tentacle bite on another target.

Absorb Magic. The thrullg can feed on any magic items held by a creature it has grappled. The magic item loses all of its magical properties for 1d4 rounds, and the thrullg heals 21 (6d4 + 6) hit points. If the thrullg feeds off the same magic item for 3 consecutive rounds, the magic item is rendered mundane and permanently loses all its magical properties.

CHALLENGE 2 (450 XP)

WRETCH



Medium humanoid (human), chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	10 (+0)	16 (+3)	7 (-2)

Skills Arcana +2, Religion +4, Stealth +5

Senses passive Perception 13

Languages any one language

Entropic Force. While within 5 feet of the wretch, creatures cannot regain hit points and can only succeed on death saving throws only on a roll of 12 or higher.

Dusk Prowler. The wretch makes Dexterity (Stealth) checks with advantage when it is in areas of dim light.

Marked Soul. The wretch has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

Spellcasting. The wretch is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wretch has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*

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

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

3rd level (2 slots): *bestow curse*

ACTIONS

Cursed Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While a creature is poisoned in this way, it has disadvantage on saving throws to resist the wretch's spells. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHALLENGE 2 (450 XP)

ALEXIA, THE WRACKED



Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	9 (-1)	17 (+3)

Skills Arcana +2, Deception +5, Perception +1, Religion +2

Senses passive Perception 11

Languages Cygnaran

Stir the Dead. Alexia can use her action to animate the corpse of one Medium or Small humanoid as a risen thrall. The thrall is friendly to Alexia and obeys her commands to the best of its ability. Alexia can use this ability as a bonus action instead of an action if the expired target died within the last round. Alternatively, Alexia can use a bonus action and expend a spell slot of 1st level or higher to animate the corpse of one Medium or Small humanoid as a thrall warrior.

Spellcasting. Alexia is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following sorcerer spells prepared: Cantrips (at will): *chill touch, fire bolt, minor illusion, prestidigitation, true strike*

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

2nd level (3 slots): *blindness/deafness, scorching ray*

3rd level (2 slots): *dispel magic, haste*

ACTIONS

Witchfire. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If an attack with this weapon reduces a target to 0 hit points, Alexia regains an expended spell slot equal to the target's challenge rating (or a 1st-level spell slot if the target's challenge rating is 1/2, 1/4, or 1/8).

Ring of Force (1/Day). Alexia casts *wall of force*. The spell lasts its full duration of 10 minutes without Alexia needing to concentrate on it.

Death Magic. As an action, Alexia can destroy one risen thrall or thrall warrior she has created. She immediately regains an expended spell slot and can cast a spell of the regained slot's level as a bonus action.

CHALLENGE 2 (450 XP)

CAPTAIN JACK DERRIGAN



Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)

Hit Points 45 (10d8)

Speed 30 ft.

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

Saving Throws Int +5

Skills Arcana +5, Deception +4, Perception +3, Religion +5

Senses passive Perception 13

Languages Cygnaran

Fueled by Blood. When Derrigan reduces a creature to 0 hit points with a melee weapon attack on his turn, he can cast a spell of 2nd level or lower as a bonus action.

Spellcasting. Derrigan is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:
Cantrips (at will): *acid splash, minor illusion, poison spray, true strike*

1st level (4 slots): *disguise self, false life, hideous laughter, ray of sickness* (see “Actions” below)

2nd level (3 slots): *darkness, hold person, suggestion*

3rd level (2 slots): *bestow curse, fear*

ACTIONS

Truncheon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Ray of Sickness (1st-Level Spell; Requires a Spell Slot).

Ranged Spell Attack: +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of Derrigan’s next turn. When he casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Summon Infernal (1/Day). As an action, Derrigan can expend a spell slot and designate an ally with the Marked Soul trait he can see within 90 feet of him. The ally is destroyed, and an infernal with a challenge rating equal to the level of the expended spell slot is summoned in its place. The summoned creature is friendly to Derrigan and his companions. In combat, the infernal shares Derrigan’s initiative count, but it takes its turn immediately after him. The infernal obeys verbal commands from Derrigan (no action required). If Derrigan doesn’t issue any verbal commands, the infernal defends itself but otherwise takes no action.

CHALLENGE 4 (1,100 XP)

SKOZNANAMUN ("SKUZZ")



Small humanoid (gobber), neutral

Armor Class 15 (leather armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	13 (+1)	12 (+1)	11 (+0)

Skills Acrobatics +6, Perception +3, Sleight of Hand +6,

Stealth +6

Senses passive Perception 13

Languages Cygnaran, Five Cant, Gobberish

Cunning Action. Skuzz can take the Dash, Disengage, or Hide action as a bonus action on each of his turns.

Expert Sneak. Skuzz has advantage on Dexterity (Stealth) checks.

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

ACTIONS

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

Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

CHALLENGE 1 (200 XP)

SPECTER OF OMODAMOS



Large infernal, lawful evil

Armor Class 15 (half plate)

Hit Points 75 (10d8 + 30)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Skills Arcana +3, Deception +3, Intimidation +3, Religion +3

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 120 ft., passive Perception 12

Languages all spoken languages

CHALLENGE 4 (1,100 XP)

Incorporeal Movement. Omodamos can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. **Inscrutable.** Omodamos is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain Omodamos' intentions or sincerity have disadvantage.

Sacrifice. As a bonus action, Omodamos can destroy an ally with the Marked Soul trait it can see within 90 feet to regain one expended spell slot.

Spellcasting. Omodamos is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It has the following warlock spells prepared: Cantrips (at will): *chill touch, eldritch blast, true strike* 1st–3rd level (2 3rd-level slots): *darkness, fear, fireball, hellish rebuke, hold person, shield of faith*

ACTIONS

Multiattack. Omodamos makes two melee attacks.

Infernal Flail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Summon Infernal. As an action, Omodamos can expend a spell slot and designate an ally with the Marked Soul trait it can see within 90 feet of it. The ally is destroyed, and an infernal with a challenge rating equal to or lower than the level of the expended spell slot is summoned in its place. The summoned creature is friendly to Omodamos and its companions. In combat, the infernal shares Omodamos' initiative count, but it takes its turn immediately after Omodamos. The infernal obeys mental commands from Omodamos (no action required). If Omodamos doesn't issue any verbal commands, the infernal defends itself but otherwise takes no action.