

D&D Playtest: Bestiary

This document presents full entries for creatures found in the *Caves of Chaos* playtest adventure.

Some monsters in *Caves of Chaos* are ad-hoc variations of the base monster that appears here the bestiary. The differences are generally small, but they include hit point totals, AC, damage expressions, and some other minor variation to distinguish it. Such creatures don't have their own bestiary write-ups.

450	Dark Priest
450	Medusa
450	Minotaur
450	Troll
550	Gnoll Pack Lord

XP	Monster
25	Cave Rat
25	Giant Centipede
75	Kobold
75	Stirge
100	Dire Rat
100	Fire Beetle
100	Goblin
100	Human
125	Dark Acolyte
125	Elite Kobold
125	Gnoll
125	Hobgoblin
125	Orc
125	Skeleton
125	Zombie
150	Bugbear
175	Dark Adept
200	Berserker
250	Kobold Chieftain
300	Gray Ooze
300	Orc Chieftain
350	Gelatinous Cube
350	Hobgoblin Warlord
350	Ogre
350	Wight
400	Goblin King
400	Owlbear

Beetle, Fire

Fire beetles grow until they reach about 2 feet in length and weigh about 50 pounds. Two glands grow behind their eyes on their mottled black shells, and a third is near the back of their abdomens. These glands emit a soft red light, letting the fire beetles see and allowing them to attract small insects on which to feed.

Fire Beetle

Neutral Small beast

Initiative +0

AC 16

HP 5

Str 10 (+0) **Dex** 11 (+0) **Con** 14 (+2)

Int 1 (-5) **Wis** 10 (+0) **Cha** 7 (-2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack bite +2 (1d6 piercing)

Special Traits glowing glands, cannot be charmed

XP 100

Glowing Glands The glands on the fire beetle's back emit bright light in a 10-foot-radius.

Combat: Fire beetles scuttle forward to clamp their mandibles around anything they consider food—vegetable matter, small animals, people.

Habitat and Society: When living aboveground, fire beetles scuttle across warm plains in small clusters. When underground, they populate cave systems, and their bodies light their way into the deeps.

Fire beetles feed on almost any form of organic material, including other sorts of beetles. They taste by means of their antennae or feelers; if the substance is organic, the beetle grasps it with its mandibles, crushes it up, and eats it. Because of this thorough grinding, nothing

eaten by giant beetles can be revived in any manner short of a *resurrection* spell or more powerful magic. Beetles do not hear or see well, and they rely primarily on taste and feel.

Legends and Lore: Miners and adventurers prize fire beetles for their glowing glands. Easily removed, these special organs retain their luminescence for 1d6 days after removal.

Berserker

The most common berserkers disdain armor and, at most, carry shields and don bear or wolf skin clothing. Many paint their faces and bodies with woad or decorate their flesh with scars, tattoos, and sometimes body piercings.

Berserker

Neutral Medium humanoid (human)

Initiative +1

AC 13

HP 15

Str 15 (+2) **Dex** 13 (+1) **Con** 16 (+3)

Int 8 (-1) **Wis** 9 (-1) **Cha** 13 (+1)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack battleaxe +5 (1d10 + 2 slashing)

Special Traits rage, cannot be frightened

Equipment heavy shield, battleaxe

XP 200

Rage When the berserker first takes damage, he or she flies into a rage for his or her next 5 turns. While in a rage, the berserker has 5 extra hit points, a +2 bonus to Strength checks and saving throws, and his or her melee attacks deal 1d6 extra damage.

Combat: Frothing, bloodthirsty warriors, berserkers hurl themselves against their foes, lashing out with their weapons as if possessed by demons. They have no regard for their safety or for the injuries they sustain, and they keep fighting long after they should be dead.

Habitat and Society: Primitive, warrior societies produce the most berserkers, and among their kind berserkers have great honor and influence. Berserkers often lead raiding parties against coastal towns and settlements, slaughtering the inhabitants and stealing everything they can carry to

see their people through the winter months.

Legends and Lore: The societies most likely to produce berserkers are superstitious, seeing omens in their surroundings and believing their ancestors and other spirits lend them strength in battle. Berserkers distrust arcane magic and those who use it.

Some sages claim a beast lives within even the most civilized person, and this vestige from ancient times comes from when mankind lived little better than animals. Civilization has done its best to stamp out the bestial impulses evoked by anger and stress, yet there are places where this mad fury is not just tolerated but welcome. Berserkers call forth their fury to aid them in battle, and in its throes they become deadly killing machines who ignore even the most lethal wounds to slake their thirst for death.

Bugbear

Hulking shadows lope through the mountain forests, their movements making no sounds and their bodies seeming to blend into the darkness cast by the towering trees. Emerging from the gloom, they scent the air, picking up the fear left by their prey. Guttural whispers alert the band that its quarry is close and, as one, the group moves again, giving chase to the unfortunate creature on whom it will feast.

A typical bugbear stands about 7 feet tall and weighs as much as 300 pounds. Coarse hair covers much of its muscular body, and its bestial features include a bearlike nose and a fang-filled mouth. Bugbears use crude weapons and armor, often cobbled from whatever bits and pieces they can find. They move with an awkward, shuffling gait, yet make almost no sound when they move.

Bugbears speak Common and Goblin.

Bugbear

Chaotic Evil Medium humanoid (goblinoid)

Initiative +2

AC 15

HP 16

Str 15 (+2) **Dex** 14 (+2) **Con** 14 (+2)

Int 8 (-1) **Wis** 10 (+0) **Cha** 9 (-1)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack morningstar +4 melee (2d4 + 2 bludgeoning or piercing)

Ranged Attack javelin +4 ranged (1d6 + 2 piercing)

Special Traits bushwhack, darkvision 60 feet

Equipment leather armor, light shield, morningstar, sheaf of 3 javelins

XP 150

Bushwhack A bugbear deals 2d6 extra damage on attacks against creatures from which it is hidden.

Combat: Despite their larger frames and monstrous appearance, bugbears prefer to set ambushes and traps for their opponents. Often, they send scouts ahead to gain information about their prey and then coordinate an attack using sound, if not brilliant, tactics.

Habitat and Society: Bugbears dwell in mountain caves, usually in temperate climes, in small tribal units led by the strongest and toughest of the lot. Generally, each tribe has as many young as it does adults. Whelps do not join the hunt, though they fight to protect their lairs.

Two broad goals drive almost all bugbears: food and treasure. Prey and intruders often provide both. Their greed compels bugbears to commit unspeakable acts of evil in pursuit of shiny baubles, weapons, and armor, and so they never pass up a chance to add plunder to their hoards, whether they resort to raiding or thieving.

Not all bugbears stay with their tribal groups. Some claim positions of power among goblins and hobgoblins, cowing their subjects through physical abuse and intimidation. Since a bugbear offers strength and cunning, most goblinoids put up with this treatment.

The largest and strongest of the goblinoids, bugbears strike fear into the hearts of their smaller relatives. These aggressive hunters prey on smaller, weaker creatures, delighting in the fear they create and savoring their victims' screams before ripping them to pieces.

Legends and Lore: Bugbears raise altars to Hruggek in deep, natural caverns. Hruggek is a violent god whom bugbears believe created their race in his own image. Skulls line the walls, sitting in niches,

ledges, or in great piles. On nights when the moon is full, the priests make blood sacrifices of humans, goblinoids, or whatever creatures the bugbears can capture. During these horrible ceremonies, the skulls chatter and whisper dire portents.

PLAYTEST

Centipede, Giant

Squirming horrors with multiple legs, giant centipedes breed at an alarming rate, flowing through subterranean tunnels in search of food.

The giant centipede can grow to a foot or more in length, but otherwise resembles its smaller relatives. These nasty creatures come in many colors, from pale gray to black, and red to brown.

Giant Centipede

Neutral Tiny beast

Initiative +1

AC 11

HP 1

Str 8 (–1) **Dex** 12 (+1) **Con** 8 (–1)

Int 1 (–5) **Wis** 10 (+0) **Cha** —

Space/Reach 2-1/2 feet/2-1/2 feet

Speed 50 feet

Melee Attack bite +1 (1 piercing, and centipede venom)

Special Actions swarm attack, cannot be charmed

Special Traits darkvision 30 feet, scuttle, vermin

XP 25

Centipede Venom A living creature bitten by a giant centipede must immediately make a DC 7 Constitution saving throw. On a failed saving throw, the creature takes 1d4 poison damage, and it makes Dexterity saving throws and checks with disadvantage for 1 minute.

Swarm Attack A centipede gains advantage on melee attacks if its target is within the reach of at least two other giant centipedes.

Combat: Giant centipedes overwhelm foes with the weight of their numbers. Aggressive, they flow into battle, carried on their multiple sets of legs, seeking flesh to bite and infect with numbing venom.

Habitat and Society: Giant centipedes thrive in almost any underground environment and typically infest dank tunnels, subsisting on rodents, insects, and anything else they encounter. Kobolds sometimes train giant centipedes as guards or keep them as pets.

Legends and Lore: Although the centipede's venom lacks the lethality found in other toxins, alchemists and poisoners will pay a fair price for the poison. Centipede venom retains its potency for about 10 minutes after death, and it takes 1d6 dead centipedes and a successful DC 13 Dexterity or Wisdom check to harvest enough for a single dose.

Dark Cultist

Chaos and evil tempt mortals to abandon their fidelity with civilization, the gods, and ethics in exchange for unspeakable power. Dark cults swell their numbers with those already relegated to society's fringes due to sickness, madness, or some criminal action or perversion. Gathering in secret places, dark cultists conduct their profane ceremonies, invoking whatever power or powers to whom they are pledged, and they devote themselves to expanding darkness's vile influence.

Even when not dressed in their cultist regalia, the price of their devotion reveals itself in red-rimmed eyes, oozing sores, and faint script swimming just below the skin's surface, as if the cultist is marked by a living tattoo. During cult ceremonies, the various members dress in outlandish apparel, high-pointed hats with veils, flowing black robes, or beast-headed masks with furred leggings. These garb choices all serve as signs of devotion and also protect their identities and ensure the cult's survival if one or more members become captured by its enemies. Most cultists also wear the symbols of the dark god, elemental prince, demon lord, or other power they serve.

Most dark cultists possess the following special trait.

Spellcasting The evil cultists cast spells in a manner similar to a cleric. The dark adept and dark priest have a list of prepared spells and the number of spells of that level they can cast each day. When a cultist casts a spell, it must expend one slot of the spell's level or higher.

Unholy Smite Once per day, a dark cultist can call upon profane power to smite a foe he or she strikes. The cultist can use this power when he or she hits with a

weapon attack to deal extra damage as noted in the cultist's statistics block.

Dark Acolyte

Chaotic Evil Medium humanoid (human)

Initiative +0

AC 16

HP 11

Str 12 (+1) **Dex** 10 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 14 (+2) **Cha** 12 (+1)

Space/Reach 5 feet/5 feet

Speed 25 feet

Melee Attack mace +3 (1d6 + 1 bludgeoning)

Special Traits unholy smite d6

Equipment vestments, chainmail, light shield, mace, unholy symbol

XP 125

Dark Adept

Chaotic Evil Medium humanoid (human)

Initiative +0

AC 17

HP 22

Str 12 (+1) **Dex** 10 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 14 (+2) **Cha** 14 (+2)

Space/Reach 5 feet/5 feet

Speed 25 feet

Melee Attack mace +3 (1d6 + 1 bludgeoning)

Cultist Spells Prepared

1st (2/day)—*command* (DC 12), *cure light wounds*

Special Traits unholy smite d8

Equipment chainmail, heavy shield, mace, unholy symbol

XP 175

Dark Priest

Chaotic Evil Medium humanoid (human)

Initiative +0

AC 20

HP 65

Str 15 (+2) **Dex** 11 (+0) **Con** 14 (+2)

Int 13 (+1) **Wis** 16 (+3) **Cha** 16 (+3)

Space/Reach 5 feet/5 feet

Speed 20 feet

Melee Attack mace +4 melee (1d6 + 2 bludgeoning plus 1d8 necrotic)

Special Actions writhing darkness

Cultist Spells Prepared

2nd (2/day)—*hold person* (DC 13), *silence*

1st (3/day)—*command* (DC 13), *cure light wounds*, *divine favor*

Equipment plate armor, heavy shield, heavy mace, unholy symbol

XP 450

Writhing Darkness The dark priest communes with the forces of chaos and evil. While in the presence of an altar or other religious structure dedicated to a chaotic and evil power, the dark priest can use his or her action to create worms of utter darkness to seize and crush his foes. If a good-aligned creature moves within 30 feet of the altar or begins its turn within that area, it must make a DC 13 Dexterity save or suffer 1d6 unholy damage and a -10' penalty to speed this turn.

Combat: Cultists create undead to protect their hidden temples. These mindless soldiers obey the cultist's commands and fight until destroyed. More powerful cults might conjure demons and other extraplanar monsters, though these servants are unreliable at best. Low-ranking cultists fight to protect the adepts and priests, who cast dire spells to drive off and destroy any trespassers who happen upon their lairs.

Habitat and Society: Promises of vengeance, power, and wealth are compelling to those who must do without, and so these secretive organizations have little trouble finding new acolytes to fill their ranks from society's dregs. Some dark cults might devote themselves to an abstract concept of chaos and evil, but most serve a sinister figure, typically a chaotic

evil god, demon lord, elder evil, or dreadful thing from the Far Realm. Fear unifies the fractious and treacherous cult members, ensuring their obedience despite their willful and insane impulses.

As with other religious groups, dark cults have a hierarchical structure, with the most powerful and favored cultists controlling the larger institution. These dark priests determine the cult's purpose and general activities, while also raising up the most promising disciples to study the deeper mysteries of their wicked masters. All else serve as acolytes, and these despicable men and women must work to gain the attention of their betters if they want to advance within the organization.

Legends and Lore: Many religious groups use witchfinders to expose cultists and destroy their hidden temples. These sinister figures roam the countryside, looking for strange signs and unusual behavior to point the way to a nascent evil that might afflict a community. Although many witchfinders serve law and good, staring into the abyss of spiritual corruption can exact a toll. In some cases, the witchfinders become a scourge as dire and as threatening as the worst dark cultists.

Gelatinous Cube

Of all the oozes, the gelatinous cube has earned its infamy with its strange form and the mindless persistence with which it pursues food.

A gelatinous cube resembles nothing more than a thick wall of quivering, transparent protoplasm. Most cubes carry bits of metal, stone, and the remains of previous meals in their bodies. A typical gelatinous cube is 10 feet on a side and weighs around 10,000 pounds, although even larger specimens are not unknown.

Gelatinous Cube

Neutral Large ooze

Initiative +1

AC 12

HP 88

Str 12 (+1) **Dex** 12 (+1) **Con** 22 (+5)

Int — **Wis** 1 (–5) **Cha** 1 (–5)

Space/Reach 10 feet/5 feet

Speed 15 feet

Melee Attack slam +3 (1d6 + 1 bludgeoning plus 1d6 acid, and engulf)

Special Traits blindsight 60 feet; cannot be blinded, charmed, knocked prone, affected by gaze attacks, or frightened; immune to lightning and psychic damage; ooze; transparent

XP 350

Engulf A gelatinous cube can enter any Medium or smaller creature's space, and if the cube does, the creature must make a DC 11 Dexterity saving throw. On a save, the creature moves aside or back. On a failure, the creature becomes trapped inside the cube, moving with the cube, and taking 1d6 acid damage whenever it starts its turn. The cube can engulf up to four creatures at a time.

An engulfed creature can use its action to make a DC 13 Strength check. If successful,

the creature frees itself and lands prone next to the cube.

Blindsight Although the gelatinous cube cannot see, it can use its other senses to pinpoint the location of any creature within 60 feet of it. Being eyeless, it cannot be blinded and is immune to all gaze effects and visual illusions.

Ooze A gelatinous cube suffers none of the drawbacks for squeezing through a tight space.

Transparent Gelatinous cubes are hard to see, even under ideal conditions. It can attempt to hide even in areas of bright light as long as it does not move and takes no actions other than attempting to hide. Under such circumstances, it gains a +10 bonus to its check to hide. A creature that fails to notice the cube and walks into it is automatically engulfed.

Combat: A gelatinous cube attacks by slamming its body or a pseudopod against its prey. It usually tries to engulf its victims.

Habitat and Society: Because the gelatinous cube sweeps dungeon corridors and caverns of creatures, corpses, and trash as it seeks sustenance, veteran adventurers learn to become suspicious of any tidy or clean underground environments. Making little sound and hard to spot, an undetected gelatinous cube has spelled the end for many adventurers.

Some dungeon keepers grow gelatinous cubes as a way to keep the environments clean and free of unwanted trespassers, since the acidic nature of the cube doesn't affect metal or stone.

Legends and Lore: Since gelatinous cubes cannot digest inorganic materials, cunning adventurers keep an eye out for floating coins, weapons, and bits of armor that might be suspended in the ooze's body.

Gnoll

Gnolls, feral, demon-worshipping marauders, are sometimes called beastmen. They attack communities all along the borderlands without warning and they slaughter without mercy, all in the name of the demon lord Yeenoghu.

The resemblance between gnolls and hyenas is unmistakable. Gnolls have green-gray skin that grows darker near the muzzle, with a reddish gray to dull yellow mane. They have dull black eyes and amber colored nails. They wear armor cobbled together from horn, metal plates, and leather, along with fur capes and vests. Gnolls have short lifespans of about 35 years.

Gnolls speak their own language.

All gnolls have the following trait.

Pack Attack A gnoll's melee and ranged attacks deal 1d6 extra damage against targets that are in the threatened areas of two or more hostile creatures.

Gnoll

Chaotic Evil Medium monstrous humanoid

Initiative +0

AC 14

HP 11

Str 13 (+1) **Dex** 10 (+0) **Con** 13 (+1)

Int 8 (–1) **Wis** 11 (+0) **Cha** 8 (–1)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack handaxe +3 (1d6 + 2 slashing)

Ranged Attack shortbow +2 (1d6 + 2 piercing)

Special Traits low-light vision, pack attack

Equipment leather armor, heavy shield, handaxe, shortbow, quiver of 12 arrows

XP 125

Gnoll Pack Lord

Chaotic Evil Medium monstrous humanoid

Initiative +2

AC 15

HP 66

Str 18 (+4) **Dex** 14 (+2) **Con** 16 (+3)

Int 9 (–1) **Wis** 12 (+1) **Cha** 14 (+2)

Space/Reach 5 feet/5 feet

Speed 40 feet

Melee Attack flail +6 (1d10 + 4 bludgeoning)

Special Actions demonic frenzy, feed on the weak

Special Traits low-light vision, pack attack

Equipment studded leather, flail

XP 300

Demonic Frenzy As an action, the pack lord can imbue one creature within 50 feet with a demonic frenzy. The target gains advantage on its attack rolls but grants advantage on all attacks against it.

Feed on the Weak Each time a creature within 50 feet of the pack lord is reduced to 0 hit points or fewer, the pack lord regains 5 hit points.

Combat: Gnolls fight in small packs, often led by a strong member known as the pack lords. They sweep out and surround their foes, using their great strength and ferocity to overwhelm their foes. Generally, once their bloodlust runs hot, they fight with wild abandon, killing everything they can.

Habitat and Society: Gnolls gather in loose mobs ruled by the strongest and largest among them. Their wild, violent ways make alliances short-term at best, and it takes a strong hand to focus their aggression in constructive ways. On occasion, two mobs might come together to raid, loot, or pillage, but unless united by a charismatic or frightening leader, they break apart into smaller bands once more.

Nearly all gnolls worship the demon lord Yeenoghu as a god. The Beast of Butchery's demon spawn and fangs whip up the warriors in strange ceremonies until they howl with bloodlust. Once incited, the gnolls boil out from the countryside in a great host, killing everything in their path.

15%	Greatsword
20%	Greataxe
15%	Morningstar

Gnoll bands sometimes settle in abandoned communities, usually ones the gnolls conquered, and they remain in these places until they have killed and devoured all the captives they enslaved. Gnolls often keep hyenas as companion animals, guards, and pets. Large gnoll bands might also keep a few trolls as guards.

Gnolls can adapt to almost any type of environment and live in all but the coldest and hottest climes. When not squatting in a conquered community, they claim large caves, spreading out and befouling the sites with blood sacrifices and filth.

Although these humanoids regard most creatures as prey, they stay on friendly terms with orcs, hobgoblins, bugbears, ogres, and trolls—provided the weaker types are not that much weaker and gnoll numbers are large enough to keep the stronger from turning against them.

Legends and Lore: Although gnolls prefer destruction and carnage to taking hostages, they loathe physical labor and almost always round up a number of prisoners they can use for sacrifice and work. A prisoner rarely survives capture for long, since the gnolls prove capricious and violent, killing whenever they choose.

Arms and Armor

Gnolls employ a great variety of weapons, beyond those listed in the statistics block. In addition to their normal weaponry, large groups of gnolls might also carry the following weapons.

15%	Longbow
35%	Halberd

Goblin

Goblins are little humanoids with flat faces, broad noses, and pointed ears, and they have wide mouths with sharp fangs. They walk upright, but their arms hang almost to their knees. A typical goblin stands about 3 feet tall, and it has a spare frame with a somewhat overlarge head. Their skin color ranges from yellow to brown and everything in between, and they have lemon yellow eyes. They favor drab, soiled-looking clothing.

Goblins speak their own language.

Goblin

Neutral Evil Small humanoid (goblinoid)

Initiative +1

AC 14

HP 5

Str 11 (+0) **Dex** 13 (+1) **Con** 12 (+1)

Int 10 (+0) **Wis** 9 (–1) **Cha** 6 (–2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack mace +2 (1d6 bludgeoning)

Ranged Attack shortbow +3 (1d6 + 1 piercing)

Special Traits darkvision 60 feet, dirty tricks

Equipment leather armor, light shield, mace

XP 100

Dirty Tricks Goblins use any trick they can to defeat stronger foes. When a goblin has advantage with an attack, it deals 1d6 extra damage.

Goblin King

Neutral Evil Small humanoid (goblinoid)

Initiative +2

AC 17

HP 60

Str 15 (+2) **Dex** 14 (+2) **Con** 16 (+3)

Int 12 (+1) **Wis** 13 (+1) **Cha** 15 (+2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack longsword +5 (1d8 + 3 slashing)

Ranged Attack shortbow +3 (1d6 + 1 piercing)

Special Traits darkvision 60 feet, cunning tactics

Equipment chainmail, longsword

XP 400

Cunning Tactics When the chieftain hits an enemy next to one of his allies, the target grants advantage to all attackers until the chieftain's next turn ends. When the chieftain hits an enemy granting him advantage, he deals 2d6 extra damage.

Combat: Goblins understand their shortcomings—centuries of bullying by larger creatures taught them that much—and thus they use what few advantages they have. Superior numbers and a malicious ingenuity help them level the playing field in combat, and they use terrain, tricks, and traps to destroy anyone who stumbles into their lairs. Goblins lack courage, though, and quickly break up and flee at the first sign of trouble. Their retreat never lasts for long since the goblins regroup and strike again, having learned a few things about their foes.

Habitat and Society: Most creatures mistake goblins as being little more than nuisances. What they lack in strength and power, they make up for with sheer numbers and evil dispositions. Goblins are mischievous thieves and slip into nearby communities under night's cover to pilfer whatever they can, including equipment, foodstuffs, and, on occasion, children.

Goblins live in desolate places, windswept plains, caves and caverns, ruins, dungeons, or anywhere civilization has relinquished its hold. Hating the light, goblins hunker down by day, emerging in the twilight to work their wickedness,

which includes stealing from, killing, and sabotaging anyone they can.

30% Spear

Goblins are fair miners and they have a knack for identifying new or unusual stonework construction.

Most goblins belong to a tribe. The tribe has control over a specific area as decreed by the goblin king, a mysterious figure who commands all the tribes in a region. A chieftain rules with the support of several sub-chiefs and champions, warriors who have earned the chieftain's favor through exceptional cunning or battle prowess. Goblin tribes sometimes supplement their numbers with bugbear henchmen. As well, goblins raise worgs to serve as mounts, and many warriors ride them into battle.

Legends and Lore: Legend holds that goblins entered the Material Plane from Faerie, having been driven out by the elves and noble fey who lived there. If this is true, goblins have retained little if any of their ancestors' fey nature. Their close association with wolves might hint toward some otherworldly origin, as do the shapechanging goblins known as barghests.

Maglubiyet, a wretched, foul god, claims goblins as his own. Always depicted as a massive black-skinned goblin with fiery eyes and a bloody axe, the Lord of Depths and Darkness teaches his children to fool and confuse their enemies as the surest means of defeating them.

Arms and Armor

The goblin statistics blocks represent the most common weapons goblins use. Larger forces might instead be armed as follows.

10% Short sword and pick
10% Short sword and sling
10% Short sword and spear
10% Sling
20% As statistics block
10% Pick

Gray Ooze

The gray ooze's amorphous, transparent body has the appearance of a puddle of murky water. When fighting, it draws up its body to form a serpentine pseudopod with which it strikes its victims. A gray ooze at rest can easily be mistaken for normal dungeon terrain. Each one can grow to a diameter of up to 10 feet and weighs as much as 700 pounds.

Gray Ooze

Neutral Medium ooze

Initiative +1

AC 12

HP 66

Str 14 (+2) **Dex** 12 (+1) **Con** 22 (+6)

Int 2 (–4) **Wis** 13 (+1) **Cha** —

Space/Reach 5 feet/5 feet

Speed 10 feet (climb)

Melee Attack slam +4 (1d6 + 2 bludgeoning plus 1d6 acid, and corrosion)

Special Traits blindsight 60 feet; cannot be blinded, charmed, knocked prone, affected by gaze attacks, or frightened; immune to cold and fire damage; ooze

XP 300

Corrosion A gray ooze's corrosive slime eats through metal at an alarming rate. When a gray ooze slams a creature wearing metal armor or when another creature hits the ooze with a metal weapon, the creature must immediately make a DC 16 Dexterity saving throw with a bonus to the saving throw equal to the armor's or weapon's magic bonus. On a failed saving throw, a suit of armor's AC is reduced by 1. A weapon suffers a –1 penalty to attack rolls and damage rolls made with it. A weapon or suit of armor is destroyed if the penalty it suffers is –4 or greater. A damaged suit of armor or weapon can be repaired by paying half its cost to a smith or similar artisan.

Climb A gray ooze never needs to make checks to climb and always moves at full speed when climbing. The gray ooze can climb across horizontal surfaces, such as ceilings.

Blindsight Although the gray ooze cannot see, it can use its other senses to pinpoint the location of any creature within 60 feet of it. Being eyeless, it cannot be blinded and is immune to all gaze effects and visual illusions such as figments, patterns, and phantasms.

Ooze A gelatinous cube suffers none of the drawbacks for squeezing through a tight space.

Combat: The gray ooze's slimy appendage hammers at foes with shocking speed, and each time it lands a blow, its excretions burn through wood, metal, and flesh.

Habitat and Society: Oozes can infest the dungeon depths, yet they have many natural defenses that make them hard to detect. The gray ooze at rest appears to be nothing more than a puddle, patch of wet sand, or damp stone. Adventurers who fail to investigate, however, learn the error too late because the ooze rises up and strikes with a viper's quickness.

The gray ooze's ability to corrode metal has nothing to do with its diet, but is instead a happy by-product of how it consumes flesh. Most gray oozes act as predators, hunting victims in their environment.

The ooze's acid does not affect stone or wood.

Legends and Lore: Sages claim gray oozes stand on the cusp of evolving into something far greater, as evidenced by their latent psionic ability. Some have speculated that the ooze's ability to crush minds is nothing more than a well-developed defense mechanism resulting from their proximity to aberrant creatures.

Others suggest this ability reflects a growing consciousness or, worse, a collective consciousness shared by all gray oozes.

PLAYTEST

Hobgoblin

A typical hobgoblin stands over 6 feet tall and has a bulky, heavyset frame. Thick, coarse hair, red-brown to black, covers their bodies. They uniformly have red to red-orange faces, and the larger males have blue-red noses. Hobgoblins favor bright, bloody colors and black leather. For all they neglect their bodies, they keep their weapons bright and polished.

Hobgoblins speak Common and Goblin.

Hobgoblin

Lawful Evil Medium humanoid (goblinoid)

Initiative +1

AC 15

HP 11

Str 13 (+1) **Dex** 13 (+1) **Con** 14 (+2)

Int 10 (+0) **Wis** 9 (–1) **Cha** 8 (–1)

Space/Reach 5 feet/5 feet

Speed 25 feet

Melee Attack longsword +3 (1d8 + 1 slashing)

Ranged Attack spear +3 (1d6 + 1 piercing damage)

Special Traits darkvision 60 feet

Equipment scale armor, light shield, longsword, sheaf of 3 spears

XP 125

Hobgoblin Warlord

Lawful Evil Medium humanoid (goblinoid)

Initiative +1

AC 20

HP 75

Str 17 (+3) **Dex** 12 (+1) **Con** 16 (+3)

Int 12 (+1) **Wis** 14 (+2) **Cha** 15 (+2)

Space/Reach 5 feet/5 feet

Speed 20 feet

Melee Attack spear +5/+5 (1d8 + 3 piercing, 1d8 + 3 piercing)

Special Traits darkvision 60 feet, lead from the front

Equipment plate armor, heavy shield, spear
XP 350

Lead from the Front When the hobgoblin warlord hits an enemy with an attack, the target grants advantage on the next attack against it.

Combat: More than any of the other goblin races, hobgoblins have a firm grasp on strategy and tactics. Before attacking, they design sophisticated battle plans to best deal with their enemies from intelligence gained by their goblin scouts. When the hobgoblins attack, they support infantry with arrows launched by their archers, and devastating spells hurled by their war casters.

Habitat and Society: The militaristic hobgoblins march to war, bent on conquest and establishing a new empire ruled by goblinkind by seizing land and communities held by their enemies and enslaving their populations.

Hobgoblins stand apart from other goblinoids. Where goblins tend toward scavenging and theft, and bugbears toward brutal savagery, the hobgoblins display a propensity for militaristic behavior, being disciplined, obedient, and devoted to their tribes. Numerous hobgoblin tribes vie with each other for status and glory, and many have made names for themselves that resound throughout the lands. Such tribes as the Rippers, Leg Breakers, Skull Smashers, Flesh Renders, Marrow Suckers, Flayers, and Slow Killers hint at the types of behaviors for which they are known.

Lacking the goblins' aversion to sunlight, hobgoblins often construct settlements above ground. Every village looks like a military encampment, with structures arranged in neat rows and surrounded by a wooden palisade or stone wall fitted with two gates and protected by three to six

towers. Most settlements were once human communities the tribe conquered, and the chieftain settles in the central tower, keep, or castle. Siege weapons such as catapults and ballista ensure any effort to wrest the community from the hobgoblins will be costly.

In addition to the hobgoblins, one finds a number of human and demihuman slaves toiling in the fields to provide for their conquerors. Hobgoblins, especially those living underground, keep carnivorous apes as guards.

Legends and Lore: Hobgoblins honor all the goblinoid gods, including Maglubiyet and Hruggek, but their patron deity is Nomog-Geaya, a deity embodying war and authority. Like other races, hobgoblins build temples and make sacrifices to this deity, though they view war as the highest form of worship and thus those who have proven themselves in battle hold the highest places in their society.

As warmongering as they are, hobgoblins do not see glory in death. Dying in battle merely offers proof of one's weakness, and thus, in losing contests, hobgoblins retreat to reassess their battle plans and find a new strategy to win. They do this not from fear, but because they believe they are the better on the battlefield and defeat simply means they have chosen poorly.

Arms and Armor

Most hobgoblins carry weapons as described in their statistics block. Larger hobgoblin groups might have more varied weaponry.

20%	As statistics block
10%	Longsword and spear
5%	Longsword and morningstar
5%	Longsword and whip
30%	Halberd
10%	Spear
20%	Morningstar

Human

Humans are the least uniform of the civilized races and they have a wide variety of coloration, height, weight, and other physical characteristics.

Humans speak Common plus any regional dialects.

Human

Neutral Medium humanoid

Initiative +0

AC 10

HP 5

Str 11 (+0) **Dex** 10 (+0) **Con** 11 (+0)

Int 9 (-1) **Wis** 8 (-1) **Cha** 9 (-1)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack basic weapon +2 (1d6 bludgeoning, piercing, or slashing)

Equipment clothes, basic weapon

XP 100

Combat: Humans typically fight to protect themselves, their loved ones, and property. The quality of their tactics depends on their leader and training. Without strong leadership, humans tend to fight as mobs.

Habitat and Society: Humanity rose from the ashes of old empires, in times following the collapse of the ancient dwarven kingdoms, after the terrible wars that splintered the elven peoples. Although they lack the longevity of the old races, they have numbers beyond counting and have spread across the world to raise new settlements and new nations. Humanity has produced the greatest heroes and the most despicable villains.

Humanity has settled wherever they can scratch out an existence. Various factors shape human behavior, from cultural and social expectations, religions, and political relationships with neighboring people.

Legends and Lore: The typical human lives a simple life, with concerns that do not extend much farther than his or her community. Raising families, working in the fields, and running a shop tend to be the most important challenges humans face. Yet among this varied people, some are destined for greatness. These people have founded great magical institutions, others have discovered new lands or new worlds, while others have conquered death by becoming undead monstrosities or even gods.

Kobold

A kobold has scaly skin, ranging from rusty brown to black. They have red eyes, and tiny white horns sprout from their brows. They favor bright colors and often wear red or orange clothing.

Kobolds speak Draconic.

Most kobolds have the following trait.

Light Sensitivity Kobolds have attack disadvantage in areas of bright light.

Kobold

Lawful Evil Small humanoid (reptile)

Initiative +2

AC 14

HP 2

Str 7 (-2) **Dex** 15 (+2) **Con** 8 (-1)

Int 7 (-2) **Wis** 8 (-1) **Cha** 7 (-2)

Space/Reach 5 feet/5 feet

Speed 20 feet

Melee Attack spear +0 (1d8 – 2 piercing)

Ranged Attack dagger +1 (1d4 – 2 piercing)

Special Traits darkvision 60 feet, light sensitivity, strength in numbers

Equipment leather armor, spear, dagger
XP 75

Strength in Numbers As long as kobolds outnumber their foes, they have advantage on attacks.

Elite Kobold

Lawful Evil Small humanoid (reptile)

Initiative +1

AC 17

HP 10

Str 11 (+0) **Dex** 15 (+2) **Con** 10 (+0)

Int 9 (-1) **Wis** 9 (-1) **Cha** 8 (-1)

Space/Reach 5 feet/5 feet

Speed 25 feet

Melee Attack short sword +4 (1d6 + 2 piercing)

Ranged Attack dagger +4 (1d4 + 2 piercing)

Special Traits darkvision 60 feet, dragonshield, light sensitivity, strength in numbers

Equipment chainmail, light shield, short sword, dagger

XP 125

Dragonshield An elite kobold can go on the defensive, raising its shield to block attacks. As a reaction, the dragonshield interposes itself between an attacker and an ally within 5 feet of it. An attack made against that ally instead targets the dragonshield.

Kobold Chieftain

Lawful Evil Small humanoid (reptile)

Initiative +3

AC 16

HP 44

Str 11 (+0) **Dex** 16 (+3) **Con** 11 (+0)

Int 12 (+1) **Wis** 11 (+0) **Cha** 9 (-1)

Space/Reach 5 feet/5 feet

Speed 20 feet

Melee Attack handaxe +2/+2 (1d6 + 1 slashing / 1d6+1 slashing)

Special Traits darkvision 60 feet, light sensitivity

Equipment scale armor, light shield, handaxe

XP 250

Combat: Kobolds rely on numbers to overwhelm enemies. They fight only when they outnumber their foes by two to one. Failing that, they resort to trickery. Kobolds lure enemies into traps, hazards, and places where they can spring ambushes. If the battle turns against them, they flee until they can regroup.

Habitat and Society: The small stature and cowardly behavior of these reptilian savages disguises a devious and murderous cunning. Kobolds evoke disdain from almost all other creatures because these humanoids harbor nothing but ill will

toward other races. With their vast numbers and propensity for constructing devious traps, kobolds can represent a significant threat to the unprepared and unwary.

Most regard kobolds as vermin—for good reason. They reproduce at an alarming rate and subsist on fodder no one else would eat, living in dank and dismal places no one else would want. Kobolds hate most other life and delight in killing and torture. They loathe fey creatures such as brownies, pixies, sprites, and gnomes. They wage constant warfare against gnomes and attack them on sight.

Kobolds survive through superior numbers. With tribes with members counted in the hundreds, they tolerate attrition well and can replenish their numbers rapidly. Kobolds who live in forests tend to keep dire boars and giant weasels as pets and steeds. All kobold tribes, whether aboveground or under, protect their communities with alarms and traps to alert them to their enemies.

Legends and Lore: Dragons figure prominently in kobold legends and most kobolds believe they can serve no higher purpose than to serve a dragon. Scouts scour the countryside for signs of dragons and when they locate a dragon, they send envoys to treat with the creature and pledge their service. Although many dragons deal with these visitors as they would any kind of intruder, a few dragons, especially the younger ones, exploit the kobolds' goodwill for additional protection and as constant food supply.

Medusa

At a glance, a medusa appears to be an attractive human, and she typically wears human clothing. The medusa has a horrid visage and her snaky hair writhes. One can usually spot her glaring, red-rimmed eyes from as far as 30 feet away.

When traveling in civilized lands, medusas conceal their appearance behind deep hoods or veils.

Medusas speak Common.

Medusa

Lawful Evil Medium monstrous humanoid

Initiative +3

AC 13

HP 66

Str 12 (+1) **Dex** 17 (+3) **Con** 10 (+0)

Int 10 (+0) **Wis** 11 (+0) **Cha** 15 (+2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack scimitar +3/+3 (1d6 + 1 slashing/1d6 + 1 slashing)

Ranged Attack shortbow +5/+5 (1d6 + 3 piercing/1d6 + 1 piercing)

Special Traits darkvision 60 feet, petrifying gaze, snaky hair

Equipment scimitar, shortbow, quiver with 30 arrows

XP 450

Snaky Hair A knot of writhing serpents crowns the medusa's head in place of hair. These serpents snap and bite at anyone they can reach. Whenever a creature moves or starts its turn next to a medusa, that creature must succeed on a DC 13 Dexterity saving throw or be bitten by one of the snakes, taking 1d4 piercing damage and 1d10 poison damage.

Petrifying Gaze The medusa's gaze can turn living flesh to stone. Unless a creature averts its eyes from the medusa, which

causes the creature to have disadvantage on all attacks against it anyone attacking it to gain advantage against it until its next turn, it must make a DC 12 Constitution saving throw on its turn before taking any actions or moving. A creature can decide to avert its gaze or make the saving throw. A surprised creature cannot choose to avert its gaze. On a failed save, it instantly and permanently turns to stone.

Combat: The medusa does her best to disguise her true nature long enough to lure victims into range of her petrifying gaze. A silhouette of her alluring form, cast by a brazier's light is often enough to snare a foolish hero. Against those who avert their eyes (becoming blinded), the medusa hisses and curses, launching arrows or lashing out with her blade until they look upon her awful gaze and become her prisoner in stone forever.

Habitat and Society: Perfect, flawless statues depicting people, animals, and even insects decorate the medusa's lair, each one the stony remains of a creature that succumbed to this monster's gaze.

Medusas hate all living creatures and lurk in deep caves and old ruins where they can pass their days ruining their miserable lives. Their victims look on, faces twisted in terror, as statues, never moving and always present until time and the elements wear them to dust. The medusa cares for her statues, conversing with them and prizing them and the jewelry she liberates from their cold, petrified remains.

Legends and Lore: Old tales suggest medusas descend from a human woman cursed by the gods for vanity. Others claim medusas are twisted things, perverse creations spawned to spread evil and suffering in the world. Regardless of their origins, medusas are hateful, spiteful creatures who despise all living things.

A medusa's gaze holds some power after the monster dies. The next living creature to look into the medusa's eyes is subject to the medusa's petrifying gaze. After that, the remains dissolve into tiny serpents that slither away.

PLAYTEST

Minotaur

A minotaur resembles an incredibly tall, powerfully muscled human, covered in shaggy fur, with the head of a bull. These creatures rarely wear armor and favor greataxes in battle.

Minotaurs speak their own language. About 25% of them also speak Common.

Minotaur

Chaotic Evil Large monstrous humanoid

Initiative +1

AC 14

HP 132

Str 19 (+4) **Dex** 12 (+1) **Con** 17 (+3)

Int 7 (-2) **Wis** 14 (+2) **Cha** 8 (-1)

Space/Reach 10 feet/10 feet

Speed 30 feet

Melee Attack greataxe +6 (1d12 + 4 slashing damage) and bite +6 (1d6 + 4 piercing)

Special Actions charging gore

Special Traits darkvision 60 feet, natural cunning

Equipment greataxe

XP 450

Charging Gore A minotaur can charge forward, lowering its head to bring its mighty horns into play. The minotaur moves up to its speed in a straight line and makes a melee attack with a +6 bonus. On a hit, it inflicts 3d6 + 6 bludgeoning damage, and knocks the target back up to 10 feet. The target then falls prone.

Natural Cunning Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This grants them immunity to any effect that would cause the minotaur to become lost such as a labyrinth or the effects of a *maze* spell.

Combat: The minotaur excels in melee combat and so it closes the distance quickly, charging the nearest opponent and hewing bodies with its axe.

Habitat and Society: Strong, fiercely territorial, and monstrous by every definition, minotaurs lair in vast underground labyrinths. They are cruel man-eaters, and although not particularly intelligent, they are cunning and have excellent senses. They can track prey by scent and always pursue if it is in sight. They attack without fear unless their target is obviously beyond their ability to defeat.

Legends and Lore: The minotaur's labyrinth proves as dangerous as the minotaur itself. Twisting passageways, traps, and shifting walls make exploring these sites a challenging and lethal experience.

Ogre

A typical ogre stands 9 feet tall and weighs about 600 pounds. Their warty skin color ranges from a muted yellow to dull brown. Rare ogres have violet skin. The nodules covering their bodies often display unusual colors. Ogres have purple eyes with white pupils, black nails and teeth, and they have a rancid, sour smell about them. Ogres wear animal hides.

Ogres speak Giant.

Ogre

Chaotic Evil Large humanoid (giant)

Initiative –1

AC 15

HP 88

Str 18 (+4) **Dex** 8 (–1) **Con** 16 (+3)

Int 6 (–2) **Wis** 10 (+0) **Cha** 7 (–2)

Space/Reach 10 feet/10 feet

Speed 25 feet

Melee Attack greatclub +6 (2d4 + 6 bludgeoning)

Ranged Attack spear +6 (1d6 + 4 piercing)

Equipment leather armor, greatclub, 3 spears

XP 350

Combat: An ogre is an unsubtle opponent. Great swings of its tree-trunk club disperse enemies, shattering bone and rending flesh with each swing.

Habitat and Society: The brutish ogres make kingdoms of filth and squalor. Driven by their vast appetites, they stuff food, living or dead, into their maws, guzzling drink by the barrel full, and ruining everything they can. Ogres epitomize selfishness, and everything they do they please themselves.

Ogres settle in almost any land, including the Underdark. Stupid, big, and cruel, they torment smaller creatures, heaping endless abuse on anyone they encounter. Ogres have vast appetites and feast on any

creature they can kill, though they prefer halflings, dwarves, and elves. Ogres also love treasure and fight as mercenaries for other creatures, fighting for orcs, evil clerics, and sometimes even gnolls. Ogres also mingle with trolls and giants. Demons also sometimes enslave ogres.

Ogres build nothing. Ogre bands might conquer a hamlet, kill and eat everything there, and then destroy and defile anything left. Chieftains often lead these bands, having attained their positions through brute strength and intimidation.

Legends and Lore: Ogres, being dim-witted bullies, respond well to bribes of food and drink. A sizeable offering of food, a halfling, or a bag of treasure might appease an ogre long enough to let adventurers pass unmolested.

Orc

Most creatures find orcs repulsive. Orcs have a disgusting appearance due in part to their oily, filthy appearance, bristly hair, and porcine features. They have brown or brown-green skin, as well as pink snouts and ears. They walk with a stooped posture. Everything they touch becomes filthy, from their rusty, blackened armor to the soiled clothing they wear. Orcs favor tribal colors, and they wear blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and dark brown.

Orcs speak their own tongue.

Orc

Chaotic Evil Medium humanoid

Initiative +0

AC 13

HP 11

Str 13 (+1) **Dex** 11 (+0) **Con** 12 (+1)

Int 8 (-1) **Wis** 7 (-2) **Cha** 6 (-2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack battleaxe +3 (1d8 + 1 slashing)

Ranged Attack shortbow +2 (1d6 piercing damage)

Special Actions furious charge

Special Traits darkvision 60 feet

Equipment studded leather, battleaxe, shortbow, quiver of 12 arrows

XP 125

Furious Charge As an action the orc can move up to its speed in a straight line and attack. On a hit, the target takes 1d6 extra damage. The orc then grants advantage until its next turn starts.

Orc Chieftain

Chaotic Evil Medium humanoid

Initiative +1

AC 17

HP 45

Str 18 (+4) **Dex** 12 (+1) **Con** 16 (+3)

Int 11 (+0) **Wis** 10 (+0) **Cha** 13 (+1)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack battleaxe +6 (1d8 + 4 slashing)

Special Traits darkvision 60 feet, death strike, wounded retaliation

Equipment chainmail, heavy shield, battleaxe

XP 300

Death Strike When the leader drops to 0 hit points, he uses a reaction to make a melee attack.

Wounded Retaliation Each time the leader is damaged, he gains a +1 bonus to his next melee attack. This bonus stacks.

Combat: Wild, shrieking hordes spill out from the darkness, their intent clear in their snarling cries and bloodthirsty howls. Orcs lack discipline or finesse in battle: they are butchers. They cut down everything they can, ignoring cries for mercy in their campaign to destroy.

Habitat and Society: Orcs boil up from underground lairs to attack towns and hamlets, caravans, and anyone they can to spread carnage and suffering. They lack scruples, respecting only personal power. Orc tribes wage war against anyone they deem weak, and they fight against each other as often as not. Only when a strong leader can unite them, such as a wizard, priest, or powerful lord, will they overcome their fractious natures and work toward a common cause. The most infamous tribes include Vile Rune, Bloody Head, Death Moon, Broken Bone, Evil Eye, Leprous Hand, Rotting Eye, and Dripping Blade.

Hating the light, orcs take refuge in barren, poisonous lands, caverns, deep defiles, and old ruins. The mighty have absolute power in their communities, and they can do and say what they please.

Murder, theft, and worse trouble orc	10%	Spear
camp, and prisoners can expect endless	10%	Greataxe
toil and an agonizing death. Chieftains rule	20%	Halberd

the larger tribes and insulate themselves against reprisals by surrounding themselves with tough guards and subcommanders.

When orcs establish permanent outposts, they use slaves to raise towers and walls, with a single gate through which all traffic moves. These sites sit atop mines and tunnels and vile humors waft up from the dimly lit passages. Orcs have a toxic influence on the surrounding lands and it doesn't take long before their environs becomes a brown and gray vista.

As violent and unpredictable as orcs can be, they take prisoners to make into slaves. Prisoners can expect hard work in the mines, to be tortured and pitted against one another for sport, or eaten. The only exception orcs make in regard to prisoners is when they encounter elves. Orcs hate elves and attack them on sight. This hatred runs deep and the two peoples have warred against one another since the elven god Corellon Larethian put out the eye of their god, Gruumsh.

Legends and Lore: For all their fury and bluster, orcs are a superstitious people, seeing omens and portents in everything. Strange magic or trickery can sometimes fool orcs.

Arms and Armor

Most orcs carry weapons listed in their statistics block. Larger groups might carry a different assortment.

5%	Longsword and flail
10%	Longsword and spear
10%	Battleaxe and spear
10%	Handaxe and halberd
10%	Battleaxe and heavy crossbow
10%	As statistics block
5%	Longsword and battleaxe

Owlbear

Thick, brown-black or yellow-brown fur covers the owlbear's body, except for its head and neck, where feathers of a similar color cover everything but its enormous beak. Males tend to be darker colored. All owlbears have red-rimmed eyes and are terrible to behold.

Owlbear

Neutral Large beast

Initiative +1

AC 13

HP 110

Str 17 (+3) **Dex** 12 (+1) **Con** 16 (+3)

Int 4 (-3) **Wis** 13 (+1) **Cha** 6 (-2)

Space/Reach 10 feet/5 feet

Speed 30 feet

Melee Attack claws +5/+5 (1d6 + 3 slashing/1d6 + 3 slashing) and bite +5 (1d8 + 3 piercing)

Special Traits hug

XP 400

Hug If the owlbear hits the same target with both claw attacks, it wraps its victim in a crushing embrace, dealing 2d6 extra damage.

Combat: The owlbear's bizarre anatomy suggests it was created by a magical experiment gone awry. Despite its weird form, the owlbear adapted to its environment and behaves, if evil-tempered, as an ordinary, dangerous animal. Owlbears prefer forest regions to live, though some live in caves or even underground. They have vast appetites and attack anything they think they can eat.

Habitat and Society: Vicious predators with reputations for ferocity, aggression, and sheer ill temper, owlbears attack anything that moves without provocation.

An owlbear nests in stout trees or in burrows protected by thick foliage. A

female protecting her eggs proves exceptionally dangerous and rips apart anything that threatens her young.

Legends and Lore: Owlbear eggs command a high price in markets, both for wizards searching for unusual components and for beast handlers that think they might tame a cub.

Rat

Ordinary rats can spread disease and ruin food stores, but they pose no threat to adventurers. Cave rats, however, are massive, hideous things, with fleshy tails, patchy black fur, and gleaming red eyes. If cave rats are bad, dire rats are the stuff of nightmares. These massive rats are several feet long, have chisel-like teeth, and can kill a grown adult with a single bite.

Cave Rat

Neutral Tiny beast

Initiative +2

AC 12

HP 1

Str 2 (–4) **Dex** 15 (+2) **Con** 6 (–2)

Int 2 (–4) **Wis** 12 (+1) **Cha** 2 (–4)

Space/Reach 2-1/2 feet/2-1/2 feet

Speed 15 feet (climb, swim)

Melee Attack bite –2 (1 piercing)

Special Actions swarm attack

Special Traits low-light vision

XP 25

Swarm Attack A rat gains advantage on melee attacks if its target is within the reach of at least two other rats.

Climb A rat never needs to make checks to climb and always moves at full speed when climbing.

Swim A rat never needs to make checks to swim and always moves at full speed when swimming.

Dire Rat

Neutral Small beast

Initiative +2

AC 12

HP 5

Str 10 (+0) **Dex** 14 (+2) **Con** 12 (+1)

Int 3 (–4) **Wis** 13 (+1) **Cha** 6 (–2)

Space/Reach 5 feet/5 feet

Speed 20 feet (climb, swim)

Melee Attack bite +2 (1d6 piercing, and pestilence)

Special Traits low-light vision

XP 100

Pestilence A living creature bitten by a dire rat must succeed on a DC 11 Constitution saving throw or take 1d6 extra damage. Creatures immune to disease are immune to this extra damage.

Climb A rat never needs to make checks to climb and always moves at full speed when climbing.

Swim A rat never needs to make checks to swim and always moves at full speed when swimming.

Combat: Rats attack by swarming over their foes. Whether cave rat or dire rat, they speed toward their opponents and tear the flesh with their teeth.

Dire rats behave like their common rat counterparts and don't attack unless driven to by another creature such as a wererat or vampire. Dire rats fear fire and flee from it. They scurry across the ground, skitter up walls, and can even swim well enough to attack enemies moving through water.

Habitat and Society: Rats thrive in almost any environment, from fields to sewers to a city's streets. They multiply rapidly, causing trouble wherever they choose to nest.

Among their kind, the dire rat is the most dangerous because it can reach an unusual size, being upwards of 2 to 3 feet long, including its fleshy tail. The bite from these terrible rodents is bad, but nothing compared to the disease they carry. The plague they spread has wiped out entire villages.

Legends and Lore: Some rats carry a more insidious plague called filth fever. The sickness it imparts can spread through entire communities in a matter of days, killing the young and old almost without

fail. For this reason, most towns employ rat catchers to root out these vermin and destroy them. Sometimes, these enterprising hunters discover the rats they hunt are in fact hunting them.

PLAYTEST

Skeleton

Pinpoints of red light smolder in the empty eye sockets of a set of clattering, animated bones. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain.

arise spontaneously. Such free-willed skeletons attack any living creature they encounter. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative.

Skeleton

Neutral Medium animate (undead)

Initiative +1

AC 13

HP 9

Str 13 (+1) **Dex** 13 (+1) **Con** 10 (+0)

Int — **Wis** 12 (+1) **Cha** 6 (–2)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack scimitar +3 (1d6 + 1 slashing) or claws +3 melee (1d4 + 1 slashing)

Special Traits darkvision 60 feet; resistance to piercing, slashing, and necrotic damage; immune to disease, necrotic damage, paralysis, poison, and sleep; cannot be charmed or frightened

Equipment scimitar

XP 125

Combat: Skeletons possess no grace or tact when they identify a target—they just clatter forward and attack.

Habitat and Society: Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. They serve as guards, deliver simple messages, or hunt down intruders. They're usually found in catacombs, tombs, castles, and dungeons, and other underground or sheltered places that do not get much traffic.

Legends and Lore: Skeletons are created by means of spells and rituals. Locations with strong ties to planes where necrotic energy is thick can also cause skeletons to

Stirge

The stirge has a batlike body equipped with four wings and four long legs featuring barbs it uses to grip prey. Its leathery hide ranges from rust-red to red-brown with a yellow underside. A long proboscis extends out from its face, pink near the tip and fading to gray near the base. Most stirges are about a foot long with a 2-foot wingspan, and they weigh no more than a pound.

Stirge

Neutral Tiny beast

Initiative +3

AC 15

HP 4

Str 3 (–4) **Dex** 17 (+3) **Con** 9 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 4 (–3)

Space/Reach 2-1/2 feet/2-1/2 feet

Speed 10 feet (fly 50 feet)

Melee Attack proboscis +5 (1d4 piercing, and attach and blood drain)

Special Traits darkvision

XP 75

Attach When the stirge hits with its proboscis attack against a living creature, the target must make a DC 13 Dexterity saving throw. On a failed save, the stirge attaches itself to the target. An attached stirge cannot attack, but on each of its turns, it deals the target 1d4 damage and blood drain (see below). While attached, the stirge moves with the target. The target has disadvantage with attack rolls against the attached stirge. A creature can use its action to detach the stirge on its turn by winning a contest of Strength against the stirge's Dexterity. At the end of each of the stirge's turns while it is attached, roll a d20. On a result of 1–5, the stirge detaches.

Blood Drain If the stirge begins its turn attached to a creature, that creature has disadvantage on all Constitution checks

until its next long rest. If the creature already has that, it falls unconscious. If the creature is already unconscious, it dies.

Combat: Stirges swoop down from their perches when they sense a living creature and bury their long proboscises into their prey, usually in a place where the creature cannot easily dislodge them. The stirge uses tiny claws to grip its victim so it can drink deep until it gets its fill, at which point the stirge releases and flutters away.

Habitat and Society: These bloodsucking flying vermin share the worst traits of bats and mosquitoes. While just one poses little danger to most adventurers, a flock of stirges can be a formidable threat.

Stirge flocks gather in dark, tangled forests and in deep caverns, laying in wait for warm-blooded creatures. The floor of a flock or colony's home is a mix of guanolike droppings and brittle, exsanguinated corpses of creatures of all sizes, including humanoids and larger creatures who wandered too near.

Legends and Lore: Stirges are pernicious predators that feast on the blood of their victims. They make their nests in caves, hollow tree trunks, or beneath building foundations—dark, dismal places with easy access to the open air and prey. A hungry flock will chase its prey for miles.

Troll

This 9-foot tall humanoid has rubbery, green hide, and a massive slavering maw. Its thick and ropy hair seems to writhe with its own energy. Blood-stained claws emerge from the tips of its powerful hands.

Trolls speak Giant, though some can also manage rudimentary communication in Common.

Troll

Chaotic Evil Large monstrous humanoid (giant)

Initiative +2

AC 16

HP 132

Str 19 (+4) **Dex** 14 (+2) **Con** 16 (+3)

Int 6 (-2) **Wis** 9 (-1) **Cha** 6 (-2)

Space/Reach 10 feet/10 feet

Speed 30 feet

Melee Attack claws +5/+5 (1d6 + 4 slashing/1d6 + 4 slashing) and bite +5 (1d6 + 4 piercing)

Special Traits darkvision 60 feet, rending fury, troll regeneration

XP 450

Rending Fury If a troll hits with both claw attacks against the same target, it has advantage on its next bite attack against the same target on that turn. If the bite hits, it deals 1d6 extra piercing damage.

Troll Regeneration When the troll starts its turn, even if it has less than 0 hit points, it regains 10 hit points. The troll can attach severed extremities by holding the member to the stump. If the troll takes acid or fire damage, it loses this trait until the end of its next turn.

If the troll takes acid or fire damage while at -1 hit points or fewer, or if it is the target of a coup de grace, the troll is destroyed.

Combat: Convinced of their inability to sustain permanent hurt, trolls show no fear in combat, and they are not known for subtle tactics.

Habitat and Society: Trolls are fearless, and always hungry. Their voracious appetite is driven by the demands of their fast-healing flesh, which in turn is partly why trolls are not afraid of death.

A troll lair is usually a grimy cave or an abandoned building falling to ruin. They pile up leaves, bones, and other filth for their beds. A troll cave can sometimes be located by noticing vultures circling overhead. Trolls smart enough to fear fire live on islands or under bridges.

Legends and Lore: Troll wounds close on their own, fading in moments. Acid and fire are the only things that make a troll hesitate, but even then the troll looks for ways around these threats instead of fleeing from them. Setting a downed troll on fire or burning its flesh with acid is the only easy way to permanently and quickly destroy a troll.

Wight

These animated human corpses creep and scuttle. Their dead eyes burn with malevolence. Their leathery, desiccated flesh is drawn tight across their bones, and their teeth have grown into sharp, jagged needles.

Wight

Lawful Evil Medium humanoid (undead)

Initiative +1

AC 15

HP 44

Str 14 (+2) **Dex** 13 (+1) **Con** 15 (+2)

Int 11 (+0) **Wis** 13 (+1) **Cha** 16 (+3)

Space/Reach 5 feet/5 feet

Speed 30 feet

Melee Attack claws +4/+4 (1d4 + 2 piercing, and enervation/1d4 + 2 piercing, and enervation) or longsword +5 melee (1d8 + 2 slashing)

Special Traits darkvision 90 feet; resistance to weapons that are not magical or silvered; immune to disease, necrotic damage, paralysis, poison, and sleep; cannot be charmed or frightened

Equipment longsword

XP 350

Enervation A wight feeds on life energy. A living creature hit by a wight's claw attack has its maximum hit points reduced by 3. This effect stacks and lasts until the creature takes a long rest. If this effect reduces a creature's maximum hit points to 0, the creature dies and rises as a wight 24 hours later unless a *bleed* spell is cast on the corpse.

Combat: Wights emerge from their tombs under the cover of darkness to work evil in the world. They spread undeath to all whom they touch, growing their numbers with unholy desire. Claws and

weapons, corroded by darkness and time, rend the flesh and burn the soul until only vile husks remain.

They rely on their enervation ability to slowly sap their opponents of vitality and combat effectiveness. Two or more wights often target a single opponent in order to more quickly degrade that opponent's offense.

Habitat and Society: Once humanoid creatures, violence and hatred brought wights back after death to live on as undead monsters. An unholy purpose drives wights, compelling them to kill the living.

Wights initially inhabit the places where they died, but eventually they are drawn to greater concentrations of death. Thus they often lurk in barrow mounds, catacombs, and other places thick with the aura of death, where they nurture their hatred. They seek to destroy all life, filling graveyards with their victims and populating the world with their horrid progeny.

Legends and Lore: Wights are restless undead that savagely attack the living, draining their life energy. They often serve more powerful undead creatures as soldiers and lieutenants.

Whether found in barrow mounds, tombs, or catacombs, wights have a special love for treasure—especially magic items.

Zombie

Zombies are horrific corpses of once-living creatures who've regained a shambling animation. Drawn from their graves, half decayed and partially consumed by worms, zombies wear the tattered remains of their burial clothes. The sickly sweet odor of death saturates the air near them.

events. A zombie plague might be the result of an angry god, a magical experiment gone wrong, or a falling star. When the event occurs, the bodies of the dead claw out of their graves and attack the living. Anyone who dies as a result of such an assault soon becomes a zombie after acquiring the disease or curse that the zombies carry. These terrifying plagues can consume an entire civilization if left unchecked.

Zombie

Neutral Medium animate (undead)

Initiative -1

AC 13

HP 15

Str 13 (+1) **Dex** 8 (-1) **Con** 15 (+2)

Int — **Wis** 10 (+0) **Cha** 1 (-5)

Space/Reach 5 feet/5 feet

Speed 20 feet (can't hustle)

Melee Attack slam +3 (1d4 + 1 bludgeoning)

Special Traits darkvision 60 feet; immune to disease, necrotic damage, paralysis, poison, and sleep; can't be charmed or frightened

XP 125

Combat: Zombies move without hesitation to the nearest living creature and beat it to death with their fists.

Habitat and Society: Though mindless, zombies hunger. Each one that kicks and shudders into animation at the behest of a curse, spell, or necromantic infection is driven by a need to consume the flesh of the living, though they garner no nourishment thereby. But that very lack of self allows zombies to enact their creator's bidding without hesitation or fear.

Legends and Lore: Though zombies are usually called into existence by the will of a spellcaster for a specific purpose, sometimes zombies arise spontaneously, and in the hundreds. These zombie plagues are provoked by cosmic, magical, or divine