

MONSTER Template

UNDEAD MONSTERS

The undead come in all shapes and sizes. Several effects in the game turn humanoid corpses into undead servants, but why stop there? Vampiric dragons, mummified giants, even the ghost of the dreaded tarrasque? Explore all the possibilities with this comprehensive new template!

UNDEAD TEMPLATE

While designed to be flexible and able to be applied to a wide range of monsters of all creature types, this template works best when applied to most beasts, dragons, giants, humanoids, and monstrosities. A GM can also choose to apply this template to other monsters, at their discretion.

All monsters modified by this template gain the Universal Traits below. One of the other categories of traits may also be applied to achieve a desired type of undead, such as applying the Slowed Movement, Modified Ability Scores, and Undead Fortitude traits to create a zombie version of a monster. In addition, a monster may have one or several of the Miscellaneous Traits or traits from any other category, typically gaining no more of these traits than a number equal to half its challenge rating.

UNIVERSAL TRAITS

Type. The monster's type changes to undead.

Alignment. If the monster was of a good or neutral alignment, it becomes evil. If the monster was unaligned, it remains unaligned. A GM can also choose any alignment for the monster, at their discretion.

Resistances and Immunities. The monster has resistance to necrotic damage and immunity to poison damage. In addition, it can't be poisoned and it doesn't suffer from exhaustion.

Darkvision. The monster has darkvision out to a range of 60 feet.

Undead Nature. The monster doesn't require air, food, drink, or sleep.

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Over a dozen more sample undead stat blocks are available *for free* [over on Patreon](#). You can also find over 75 more unique monsters and monster templates in the *Masters of the Gauntlet Handbook*, including:

- **Aberrant Dragons** (with eldritch and psionic abilities)
- **Dracolisks** (chromatic dragon/basilisk hybrids)
- **Dragon Ghosts** (haunting, specialized undead dragons)
- **Fallen Angels** (+ Devilsworn Angel variants)
- **Fey Beasts** (magical beasts exposed to Feywild energy)

GHOSTLY TRAITS

Flight. The monster's walking speed is reduced to 0, and it loses any additional movement speeds it has except its flying speed. In addition, it can hover. If the monster didn't have a flying speed, it gains one equal to its former walking or swimming speed, whichever was higher.

Modified Ability Scores. The monster's Strength score is halved, and it can use either its Dexterity or Charisma modifier, instead of Strength, for its attack and damage rolls.

Resistances and Immunities. The monster has resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from non-magical attacks. In addition, it can't be charmed, frightened, grappled, paralyzed, petrified, knocked prone, or restrained.

Incorporeal Movement. The monster 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.

Spectral/Withering Strikes. The monster's weapon attacks deal force or necrotic damage (your choice), instead of bludgeoning, piercing, or slashing damage.

New Action: Etherealness (Requires Ethereal Sight trait). The monster enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

MUMMIFIED HYDRA

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	1 (–5)	10 (+0)	7 (–2)

Skills Perception +8

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 12 (8,400 XP)

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Overwhelming Necrosis. Necrotic damage the hydra deals ignores resistance to necrotic damage. In addition, when the hydra reduces a creature to 0 hit points, the creature immediately suffers one death saving throw failure.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Turn Immunity. The hydra is immune to any effect that turns undead.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Rotting Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

GHOULISH TRAITS

Immunities. The monster can't be charmed.

Ghoulish Strikes (1/Turn). When the monster hits a creature other than an elf or undead, the target must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stench (Requires CR 2 or higher). Any creature that starts its turn within 5 feet of the monster must succeed on a Constitution saving throw (same DC as above) or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this Stench for 24 hours.

MUMMIFIED TRAITS

Mummy Movement. The monster's speed is halved (to a minimum of 20 feet).

Modified Ability Scores. The monster's Intelligence score is halved.

Vulnerabilities. The monster has vulnerability to fire damage.

Resistances and Immunities. The monster has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it can't be charmed, frightened, or paralyzed.

Rotting Strikes. Whenever the monster hits a target with an attack, the target takes an extra 3 (1d6) necrotic damage, or 7 (2d6) necrotic damage if the monster's challenge rating is 5 or higher. If the target is a creature, it must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3 (1d6) or 7 (2d6), respectively, for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

SKELETAL TYRANNOSAURUS REX

Huge undead, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (–4)	6 (–2)	4 (–3)

Skills Perception +2

Damage Vulnerabilities bludgeoning

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Deathly Aura. At the start of each of the tyrannosaurus rex's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

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

Turn Immunity. The tyrannosaurus rex is immune to effects that turn undead.

ACTIONS

Multiattack. The tyrannosaurus rex can use its Dreadful Glare. It then makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus rex can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Dreadful Glare. The tyrannosaurus rex targets one creature it can see within 60 feet of it. If the target can see the tyrannosaurus rex, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the tyrannosaurus rex's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all undead creatures for the next 24 hours.

SKELETAL TRAITS

Modified Ability Scores. The monster has an Intelligence score of 6 (unless it is already lower), and its Wisdom and Charisma scores are halved.

Vulnerabilities. The monster has vulnerability to bludgeoning damage.

VAMPIRIC TRAITS

Resistances. The monster has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Superior Darkvision. The monster's darkvision increases to a radius of 120 feet.

Draining Strikes (1/Turn). When the monster hits a target that is a living creature with a bite attack, the target takes an extra 7 (2d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the monster regains hit points equal to that amount. The reduction to the target's hit point maximum lasts until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the monster doesn't have a bite attack, the GM can choose to apply this effect to one of the monster's melee weapon attacks, at their discretion.

Regeneration. The monster regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the monster takes radiant damage or damage from holy water, this trait doesn't function at the start of the monster's next turn.

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

Vampiric Weaknesses. The monster has the following flaws:

Forbiddance (Requires Intelligence 6 or higher). The monster can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The monster takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The monster is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The monster takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ZOMBIE TRAITS

Slowed Movement. The monster's speed is reduced by 10 feet (to a minimum of 5 feet).

Modified Ability Scores. The monster has an Intelligence score of 3 (unless it is already lower), and its Wisdom and Charisma scores are halved.

Undead Fortitude. If damage reduces the monster 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 monster drops to 1 hit point instead.

MISCELLANEOUS TRAITS

Deathly Aura. At the start of each of the monster's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

Detect Life. The monster can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Ethereal Sight. The monster can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Headless. If the monster normally has eyes or a head but no longer does, it gains blindsight out to a range of 60 feet, but it is blind beyond this radius.

Innate Spellcasting: Bestow Curse (1/Day). The monster can cast the *bestow curse* spell. Wisdom or Charisma is its spellcasting ability for this spell.

Innate Spellcasting: Chill Touch (At Will). The monster can cast the *chill touch* spell. Wisdom or Charisma is its spellcasting ability for this spell.

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

Necrotic Absorption. The monster is immune to necrotic damage, and whenever it is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Overwhelming Necrosis. Necrotic damage the monster deals ignores resistance to necrotic damage. In addition, when the monster reduces a creature to 0 hit points, the creature immediately suffers one death saving throw failure.

Shadow Stealth (Requires Sunlight Sensitivity trait). While in dim light or darkness, the monster can take the Hide action as a bonus action.

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

Touch of Death (1/Day). When the monster hits a creature with a melee attack, it can choose to deal extra necrotic damage to the target. The extra damage is a number of d8s equal to the monster's challenge rating (minimum 1d8).

Turn Immunity (Requires CR 5 or higher). The monster is immune to any effect that turns undead.

Turn Resistance. The monster has advantage on saving throws against any effect that turns undead.

New Action: Dreadful Glare. The monster targets one other creature it can see within 60 feet of it. If the target can see the monster, it must succeed on a Wisdom saving throw (DC 8 + the monster's Constitution or Charisma modifier + its proficiency bonus) against this magic or become frightened until the end of the monster's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all undead for the next 24 hours. If the monster has a Multiattack, it can use this action as part of its Multiattack.

VAMPIRIC ANCIENT RED DRAGON

Gargantuan undead, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +8, Con +17, Wis +10, Cha +14

Skills Perception +18, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 28 (120,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Necrotic Absorption. Whenever the dragon is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Regeneration. The dragon regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

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

Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

Vampiric Weaknesses. The dragon has the following flaws:

Forbiddance. The dragon can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The dragon takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The dragon is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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 dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

TAIL ATTACK. The dragon makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ZOMBIE CAT

Tiny undead, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Undead Fortitude. If damage reduces the cat 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 zombie cat drops to 1 hit point instead.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

SKELETAL BLACK DRAGON WYRMING

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	6 (–2)	5 (–3)	6 (–2)

Saves Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities acid, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Necrotic Absorption. Whenever the dragon is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

GHOSTLY CENTAUR

Large undead, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (–1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Ethereal Sight. The centaur can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The centaur 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.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) force damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Spectral Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

Spectral Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Spectral Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) force damage.

Etherealness. The centaur enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

GHOULISH MINOTAUR

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (–2)	16 (+3)	9 (–1)

Skills Perception +7

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Ghoulish Strikes (1/Turn). When the minotaur hits a creature other than an elf or undead with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur 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.

Stench. Any creature that starts its turn within 5 feet of the minotaur must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this Stench for 24 hours.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

GHOULISH CHUUL

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (–3)	11 (+0)	5 (–3)

Skills Perception +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Detect Life. The chuul can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Ghoulish Strikes (1/Turn). When the chuul hits a creature other than an elf or undead with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MUMMIFIED ETTIN

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	17 (+3)	3 (–4)	10 (+0)	8 (–1)

Skills Perception +6

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Giant, Orc

Challenge 5 (1,800 XP)

Rotting Strikes. Whenever the ettin hits a target with an attack, the target takes an extra 7 (2d6) necrotic damage (included in the attacks). If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

Morningstar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

GHOSTLY UNICORN

Large undead, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 6 (2,300 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) force damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Detect Life. The unicorn can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Incorporeal Movement. The unicorn 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.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace* 1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

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

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Spectral Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Spectral Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

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

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

ZOMBIE TROLL

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	3 (-4)	4 (-3)	3 (-4)

Skills Perception +0

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Giant

Challenge 6 (2,300 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the troll 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 troll drops to 1 hit point instead.

ACTIONS

Multiattack. The troll uses its Dreadful Glare. It then makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Dreadful Glare. The troll targets one other creature it can see within 60 feet of it. If the target can see the troll, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the troll's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all undead for the next 24 hours.

MUMMIFIED MAMMOTH

Huge undead, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	21 (+5)	1 (–5)	11 (+0)	6 (–2)

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned,

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Deathly Aura. At the start of each of the mammoth's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

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

Rotting Strikes. Whenever the mammoth hits a target with an attack, the target takes an extra 7 (2d6) necrotic damage (included in the attacks). If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 7 (2d6) necrotic damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 7 (2d6) necrotic damage.

VAMPIRIC RAKSHASA

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 8 (3,900 XP)

Draining Strike (1/Turn). When the rakshasa hits a target that is a living creature with an attack, the target takes an extra 7 (2d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the rakshasa regains hit points equal to that amount. The reduction to the target's hit point maximum lasts until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *mage hand*, *minor illusion*

3/day each: *charm person*, *detect magic*, *invisibility*, *major image*, *suggestion*

1/day each: *dominate person*, *fly*, *plane shift*, *true seeing*

Regeneration. The rakshasa regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the rakshasa takes radiant damage or damage from holy water, this trait doesn't function at the start of the rakshasa's next turn.

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

Vampiric Weaknesses. The rakshasa has the following flaws:

Forbiddance. The rakshasa can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The rakshasa takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The rakshasa is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The rakshasa takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

VAMPIRIC SPIRIT NAGA

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saves Dex +6, Con +5, Wis +5, Cha +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Regeneration. The naga regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the naga takes radiant damage or damage from holy water, this trait doesn't function at the start of the naga's next turn.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*
 1st level (4 slots): *charm person*, *detect magic*, *sleep*
 2nd level (3 slots): *detect thoughts*, *hold person*
 3rd level (3 slots): *lightning bolt*, *water breathing*
 4th level (3 slots): *blight*, *dimension door*
 5th level (2 slots): *dominate person*

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

Touch of Death (1/Day). When the naga hits a creature with a melee attack, it can choose to deal an extra 36 (8d8) necrotic damage to the target.

Vampiric Weaknesses. The naga has the following flaws:

Forbiddance. The naga can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The naga takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The naga is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The naga takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

In addition, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the naga regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GHOSTLY ASSASSIN

Medium undead (any race), any evil alignment

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
5 (−3)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saves Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Ethereal Sight. The assassin can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Incorporeal Movement. The assassin 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.

Shadow Stealth. While in dim light or darkness, the assassin can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Etherealness. The assassin enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

GHOSTLY TARRASQUE

Gargantuan undead (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	30 (+10)	3 (−4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Resistances acid, cold, lightning, necrotic, thunder

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 29 (135,000 XP)

Deathly Aura. At the start of each of the tarrasque's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

Incorporeal Movement. The tarrasque 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.

Innate Spellcasting. The tarrasque's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The tarrasque can innately cast the following spells, requiring no material components:

At will: *chill touch* (6d8 damage)

1/day: *bestow curse*

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Turn Immunity. The tarrasque is immune to any effect that turns undead.

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Withering Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d12 + 2) necrotic damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Withering Claw. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d8 + 2) necrotic damage.

Withering Horns. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d10 + 2) necrotic damage.

Withering Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 16 (4d6 + 2) necrotic damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, 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 tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

ATTACK. The tarrasque makes one claw attack or tail attack.

MOVE. The tarrasque moves up to half its speed.

CHOMP (2 ACTIONS). The tarrasque makes one bite attack or uses its Swallow.