

MONSTER Template

CONSTRUCTS

Magically imbued with some degree of intelligence, constructs are the creations of artificers and all manner of magical tinkers. An adamantine purple worm, a flying *staff of power*, a stone tarrasque—create all these and more with this comprehensive new template!

CONSTRUCT 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, fiends, giants, humanoids, and monstrosities—with the exception of the Animated/Flying Object category, which is instead applied to inanimate objects. A DM 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 construct, such as applying the Modified Armor Class, Modified Ability Scores, and Hardmetal Strikes traits to create a metal 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 construct.

Alignment. The monster becomes unaligned. A DM can also choose any alignment for the monster, at their discretion.

Modified Ability Scores (Optional). The monster has an Intelligence of 3, a Wisdom of 10, and a Charisma of 1 (unless its respective scores are already lower).

Immunities. The monster has immunity to poison and psychic damage. In addition, it can't be charmed, fright-

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- **Aberrant Dragons** (with eldritch and psionic abilities)
- **Dragon Ghosts** (haunting, specialized undead dragons)
- **Fallen Angels** (+ Devilsworn Angel variants)
- **Fey Beasts** (magical beasts exposed to Feywild energy)
- **Undead** (make any monster ghostly, vampiric, & more)

ened, paralyzed, petrified, or poisoned, and it doesn't suffer from exhaustion.

Languages. The monster loses any languages it can speak or understand. At the DM's discretion, it might be able to speak or understand the languages of its creator.

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

ANIMATED/FLYING OBJECT TRAITS

Size, Armor Class, and Hit Points. Refer to the table below for the monster's armor class and hit points, based on its size.

Size	AC	HP
Tiny	17	7 (3d4)
Small	15	17 (5d6)
Medium	14	31 (7d8)
Large	13	44 (8d10)
Huge	12	58 (9d12)
Gargantuan	10	105 (10d20)

Speed. If the monster has legs or other appendages that it can use to walk, it has a walking speed of 30 feet. Otherwise, its walking speed is 0, but it has a flying speed based on its size and it can hover. If it's Tiny or Small, it has a flying speed of 50 feet; if it's Medium or larger it has a flying speed of 30 feet.

Ability Scores. The monster has a Constitution of 10, an Intelligence and Wisdom of 3, and a Charisma of 1. Its Strength and Dexterity combine for a total of 25 (with neither score being less than 4 or greater than 18).

Saving Throw Proficiencies (Flying Object Only). The monster has proficiency in Dexterity saving throws.

Condition Immunities. The monster can't be blinded or deafened.

Senses. The monster has blindsight out to a range of 30 feet or 60 feet (DM's choice), but it is blind beyond that radius.

Antimagic Susceptibility. The monster is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the monster must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the monster remains motionless, it is indistinguishable from a normal object of its kind.

Attack. The monster can make either one or two melee weapon attacks. This attack has an attack bonus equal to the monster's proficiency bonus plus its Strength or Dexterity modifier (whichever is higher), and it has a reach of 5 feet. On a hit, it deals bludgeoning, piercing, or slashing damage—as appropriate for the object—equal to 1d4 (Tiny), 1d6 (Small), 1d10 (Medium), 2d6 (Large), 2d10 (Huge), or 4d6 (Gargantuan) plus its Strength or Dexterity modifier (the same modifier used for the attack bonus).

Special. If the monster is a suit of armor, a weapon, or a magic item, it uses that object's statistics (for example, the weapon's damage dice or the item's magical properties), in place of the statistics suggested above, where applicable.

STONE/GEMSTONE MONSTER TRAITS

Modified Armor Class. The monster has a natural armor bonus to its AC based on the material it's made of: +1 (stone), +3 (gemstone-studded), or +5 (gemstone).

Modified Ability Scores. The monster's Strength score increases by 2 (to a maximum of 30), and it has a Constitution score of 20 (unless it is already higher). If it's made of stone, its Dexterity score is also halved.

Immutable Form. The monster is immune to any spell or effect that would alter its form.

METAL MONSTER TRAITS

Modified Armor Class. The monster has a natural armor bonus to its AC based on the metal it's made of, as shown in the table below.

Metal	AC Bonus
Copper, Gold, Silver	+2
Brass, Bronze, Platinum	+3
Iron, Steel	+4
Mithral	+5
Adamantine	+6

Modified Ability Scores. The monster's Strength score increases by an amount equal to its AC bonus above (to a maximum of 30), and it has a Constitution score of 20 (unless it is already higher).

Hardmetal Strikes. The monster's weapon attacks deal one extra die of damage on a hit.

ANIMATED DEMON ARMOR

Medium construct, unaligned

Armor Class 19 (natural armor)

Hit Points 31 (7d8)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages Abyssal

Challenge 3 (700 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Demon Armor's Curse. The armor has disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of *demon armor*.

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

ACTIONS

Multiattack. The armor makes two melee attacks.

Gauntlet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

RUBY-STUDDERD STONE GYNOSPHINX

Large construct, lawful neutral

Armor Class 20 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	20 (+5)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 18

Languages all

Challenge 13 (10,000 XP)

Grounded. While on the ground, the sphinx has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Immutable Form. The sphinx is immune to any spell or effect that would alter its form.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx’s intentions or sincerity have disadvantage.

Magic Weapons. The sphinx’s weapon attacks are magical.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Laser Beam. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 33 (6d10) radiant damage.

LEGENDARY ACTIONS

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

CRYSTAL/GLASS MONSTER TRAITS

Light Intensity. Any creature that can see the monster and starts its turn within 10 feet of the monster while it's in bright light must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) or be blinded until the start of the creature's next turn.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the monster until the start of its next turn, when it can avert its eyes again. If the creature looks at the monster in the meantime, it must immediately make the save.

Splintering Shards. A creature that hits the monster with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage, or 10 (4d4) piercing damage if the monster is Huge or larger.

The monster also gains one or more of the following traits:

- **Fragile.** The monster has vulnerability to bludgeoning damage. If the monster already has resistance or immunity to bludgeoning damage from nonmagical attacks, this trait only gives it vulnerability to bludgeoning damage from magical attacks.
- **Shatter Susceptibility.** The monster has vulnerability to damage from critical hits.
- **Sonic Sensitivity.** The monster has vulnerability to thunder damage, and it has disadvantage on saving throws against any effect that deals thunder damage.

CRYSTAL SPIRIT NAGA

Large construct, neutral 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)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Vulnerabilities damage from critical hits

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Light Intensity. Any creature that can see the naga and starts its turn within 10 feet of it while it's in bright light must succeed on a DC 13 Constitution saving throw or be blinded until the start of the creature's next turn.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the naga until the start of its next turn, when it can avert its eyes again. If the creature looks at the naga in the meantime, it must immediately make the save.

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*

Splintering Shards. A creature that hits the naga with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. **Hit:** 7 (1d6 + 4) piercing 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.

PAPER/WOODEN MONSTER TRAITS

Modified Ability Scores (Paper Only). The monster's Strength score is halved, and its Dexterity score increases by 2 (to a maximum of 30).

Damage Vulnerabilities. The monster has vulnerability to fire damage.

Damage Resistances (Wooden only). The monster has resistance to bludgeoning and piercing damage.

CLOCKWORK MONSTER TRAITS

Repairable. If the monster is dead, a creature that is proficient with smith's tools or tinker's tools can return it to life with 1 hit point with 1 hour of work using the tools.

MISCELLANEOUS TRAITS

Ambusher. In the first round of a combat, the monster has advantage on attack rolls against any creature it surprised.

Damage Absorption. The monster has immunity to one of the following damage types: acid, cold, fire, or lightning. In addition, whenever the monster is subjected to that damage type, it takes no damage and instead regains a number of hit points equal to the damage dealt of that type.

Elemental Body. A creature that touches the monster or hits it with a melee attack while within 5 feet of it takes 5 (1d10) damage of one of the following types: acid (Caustic Body), cold (Icy Body), fire (Heated Body), or lightning (Electrified Body).

Extraordinary Senses. The monster has one or several of the following special senses: blindsight (30 feet), darkvision (120 feet), tremorsense (60 feet), truesight (60 feet).

Fail-safe (1/Day). If damage reduces the monster to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the monster gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Grounded. While on the ground, the monster has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Homing Device. The monster has advantage on ranged attack rolls.

Innate Spellcasting. The monster's innate spellcasting ability is Constitution. The monster can innately cast any of the following spells (at the DM's discretion), requiring no components:

At will: *detect magic*, *produce flame*, *shocking grasp*

3/day each: *burning hands**, *hunter's mark*, *plane shift*†

(self only), *thunderwave**

1/day each: *enlarge/reduce* (self only), *grease*, *haste* (self only)

* This spell is cast at a level equal to the monster's CR divided by 3 (rounded down).

† This spell requires the monster to be CR 10 or higher.

Liquefied Movement (Metal Monster Only). On its turn, the monster can move through a space as narrow as 1 inch without squeezing. If it ends its turn in a space that isn't large enough for it, it is pushed to the nearest unoccupied space that is large enough for it, and it takes 3 (1d6) bludgeoning damage for every 5 feet it was pushed.

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

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

Mendable. As long as the monster has at least 1 hit point remaining, it regains 7 (2d6) hit points when a *mending* spell is cast on it.

Regeneration. The monster regains 10 hit points at the start of its turn if it has at least 1 hit point.

Reinforced Exterior. The monster has resistance or immunity (DM's choice) to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite.

Shock Absorbant. Unless it is incapacitated, the monster takes no falling damage if it falls, and it can land on its feet.

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

Spell Immunity. The monster is immune to a number of spells equal to its proficiency bonus, as chosen by its creator.

Standing Leap. The monster's long jump is up to 10 feet less than its speed, and its high jump is up to half that distance, with or without a running start.

Translator (Requires Intelligence of 10 or higher). The monster can speak and understand all languages.

Vigilant. The monster can't be surprised.

Voice Changer. The monster can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Wings. The monster has a flying speed equal to its walking speed.

New Action: Active Camouflage. The monster magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the monster wears or carries is invisible with it.

New Action: Harpoon. The monster can make a ranged weapon attack with an attack bonus equal to its proficiency bonus plus its Dexterity modifier. This attack has a normal range of 50 feet and a maximum range of 200 feet. On a hit, the target takes piercing damage equal to 1d10 plus the monster's Dexterity modifier, and the target is grappled (escape DC equals 10 + the monster's Strength (Athletics) modifier). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the monster. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the monster can pull a creature grappled by it up to 20 feet closer. The monster can grapple only one creature in this way at a time.

New Action: Laser Beam. The monster can make a ranged spell attack with an attack bonus equal to its proficiency bonus plus its Constitution modifier. This attack has a range of 60 feet. On a hit, it deals a number of d10s of radiant damage equal to half the monster's challenge rating.

New Action: Self-Destruct. The monster dies as it explodes in a burst of flames, leaving behind anything it was wearing or carrying that isn't flammable. Each creature within a number of feet of the monster based on its size (see table below) must make a Dexterity saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus), taking the corresponding amount of fire damage on a failed save, or half as much damage on a successful one.

Monster Size	Area	Damage
Tiny	5 feet	3 (1d6)
Small	10 feet	7 (2d6)
Medium	15 feet	14 (4d6)
Large	20 feet	24 (7d6)
Huge	25 feet	35 (10d6)
Gargantuan	30 feet	56 (16d6)

ADAMANTINE ANCIENT BRASS DRAGON

Gargantuan construct, neutral

Armor Class 26 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +8, Con +15, Wis +10, Cha +12

Skills History +11, Perception +18, Persuasion +12, Stealth +8

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

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

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

Languages —

Challenge 26 (90,000 XP)

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

Hardmetal Strikes. The dragon's weapon attacks deal one extra die of damage on a hit (included in the attack).

Heated Body. A creature that touches the monster or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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

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:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 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 20 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.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Fire Breath.** The dragon exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Self-Destruct. The monster dies as it explodes in a burst of flames, leaving behind anything it was wearing or carrying that isn't flammable. Each creature within 30 feet of it must make a DC 23 Dexterity saving throw, taking 56 (16d6) 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.

PAPER BAT

Tiny construct, unaligned

Armor Class 13

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	17 (+3)	8 (–1)	2 (–4)	10 (+0)	1 (–5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

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

ANIMATED BOOTS OF ELVENKIND

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	3 (–4)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The boots are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the boots must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the boots remain motionless, they are indistinguishable from a normal pair of *boots of elvenkind*.

Stealthiness. The boots' steps make no sound, regardless of the surface they are moving across. The boots have advantage on Dexterity (Stealth) checks that rely on moving silently.

ACTIONS

Kick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

GLASS BLINK DOG

Medium construct, lawful neutral

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Damage Vulnerabilities thunder

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Light Intensity. Any creature that can see the dog and starts its turn within 10 feet of the dog while it's in bright light must succeed on a DC 11 Constitution saving throw or be blinded until the start of the creature's next turn.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dog until the start of its next turn, when it can avert its eyes again. If the creature looks at the dog in the meantime, it must immediately make the save.

Sonic Sensitivity. The dog has disadvantage on saving throws against any effect that deals thunder damage.

Splintering Shards. A creature that hits the dog with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage.

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

WOODEN DRAFT HORSE

Large construct, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	1 (–5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

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

Senses passive Perception 10

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

Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

IRON BLACK BEAR

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 28 (3d8 + 15)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	2 (–4)	10 (+0)	1 (–5)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Grounded. While on the ground, the bear has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Hardmetal Strikes. The bear's weapon attacks deal one extra die of damage on a hit (included in the attack).

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

STEEL OGRE

Large construct, chaotic evil

Armor Class 15 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	20 (+5)	5 (–3)	7 (–2)	7 (–2)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Hardmetal Strikes. The ogre's weapon attacks deal one extra die of damage on a hit (included in the attack).

Liquefied Movement. On its turn, the ogre can move through a space as narrow as 1 inch without squeezing. If it ends its turn in a space that isn't large enough for it, it is pushed to the nearest unoccupied space that is large enough for it, and it takes 3 (1d6) bludgeoning damage for every 5 feet it was pushed.

ACTIONS

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

STONE OTYUGH

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (–3)	20 (+5)	6 (–2)	13 (+1)	6 (–2)

Saving Throws Con +8

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Standing Leap. The otyugh's long jump is up to 20 feet, and its high jump is up to 10 feet, with or without a running start.

Voice Changer. The otyugh can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Constitution saving throw or take 11 (2d6 + 4) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

GARNET-STUDDERED XORN

Medium construct, unaligned

Armor Class 22 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	22 (+6)	3 (–4)	10 (+0)	1 (–5)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Grounded. While on the ground, the xorn has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Immutable Form. The xorn is immune to any spell or effect that would alter its form.

Innate Spellcasting. The xorn's innate spellcasting ability is Constitution (spell save DC 17). The xorn can innately cast the following spells, requiring no components:

3/day: *thunderwave* (as a 2nd-level spell)

1/day: *enlarge/reduce* (self only)

Stone Camouflage. The xorn has advantage on Dex-terity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

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

TOPAZ UNICORN

Large construct, lawful good

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 45)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 7 (2,900 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) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Fail-safe (1/Day). If damage reduces the unicorn to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the unicorn gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Immutable Form. The unicorn is immune to any spell or effect that would alter its form.

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.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Active Camouflage. The unicorn magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the unicorn wears or carries is invisible with it.

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.

CLOCKWORK HYDRA

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	4 (–2)

Skills Perception +6

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Homing Beacon. The hydra has advantage on ranged attack rolls.

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.

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

Repairable. If the hydra is dead, a creature that is proficient with smith's tools or tinker's tools can return it to life with 1 hit point with 1 hour of work using the tools.

Vigilant. The hydra can't be surprised.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Harpoon. *Ranged Weapon Attack:* +4 to hit, range 50/200 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage, and the target is grappled (escape DC 15). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the hydra. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the hydra can pull a creature grappled by it up to 20 feet closer. The hydra can grapple only one creature in this way at a time.

FLYING STAFF OF POWER

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	3 (–4)	3 (–4)	1 (–5)

Saving Throws Str +4, Dex +6, Con +4, Int +0, Wis +0, Cha –1

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 10 (5,900 XP)

Antimagic Susceptibility. The staff is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the staff must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Charges. The staff has 20 charges. It regains 13 (2d8 + 4) expended charges daily at dawn. If it expends the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 6 (1d8 + 2) charges.

False Appearance. While the staff remains motionless, it is indistinguishable from a normal pair of *staff of power*.

Innate Spellcasting. The staff's innate spellcasting ability is Constitution (spell save DC 12, +6 to hit with spell attacks). The staff can innately cast the following spells,

requiring no components:

1 charge each: *magic missile*, *ray of enfeeblement*

2 charges: *levitate*

5 charges each: *cone of cold*, *fireball* (as a 5th-level spell), *hold monster*, *lightning bolt* (as a 5th-level spell), *wall of force*

6 charges: *globe of invulnerability*

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

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

Power Strike. When the staff hits a target with a melee weapon attack, it can expend 1 charge to deal an extra 3 (1d6) force damage to the target.

Spell Immunity. The staff is immune to the following spells: *disintegrate*, *magic missile*, *polymorph*, *sleep*

ACTIONS

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

Retributive Strike. The staff breaks itself against a solid surface. Doing so destroys the staff and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. Every creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Staff	Effect
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

ADAMANTINE PURPLE WORM

Gargantuan construct, unaligned

Armor Class 24 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (–2)	22 (+6)	1 (–5)	8 (–1)	4 (–3)

Saving Throws Con +11, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 20 (25,000 XP)

Hardmetal Strikes. The worm's weapon attacks deal one extra die of damage on a hit (included in the attack).

Innate Spellcasting. The worm's innate spellcasting ability is Constitution. The monster can innately cast the following spells, requiring no components:

3/day: *plane shift* (self only)

1/day: *haste* (self only)

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

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

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

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 28 (4d8 + 10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +16 to hit, reach 10 ft., one creature. **Hit:** 24 (4d6 + 10) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

DIAMOND-STUDDED STONE TARRASQUE

Gargantuan construct (titan), unaligned

Armor Class 28 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	5 (−3)	30 (+10)	3 (−4)	11 (+0)	11 (+0)

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

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

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

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

Fail-safe (1/Day). If damage reduces the tarrasque to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the tarrasque gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Immutable Form. The tarrasque is immune to any spell or effect that would alter its form.

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.

Regeneration. The tarrasque regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shock Absorbant. Unless it is incapacitated, the tarrasque takes no falling damage if it falls, and it can land on its feet.

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

Spell Immunity. The tarrasque is immune to the following spells: *banishment*, *dominate monster*, *maze*, *plane shift*, *power word kill*, *reverse gravity*, *time stop*, *true polymorph*, *wish*.

Standing Leap. The monster's long jump is up to 30 feet, and its high jump is up to 15 feet, with or without a running start.

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.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d12 + 2) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 20 (4d8 + 2) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d10 + 2) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Laser Beam. *Ranged Spell Attack:* +19 to hit, range 60 ft., one target. *Hit:* 82 (15d10) radiant damage.

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.