



TOME OF
HORRORS

ABRIKANDILU

CR2

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal

Challenge 2 (450 XP)

Goring Charge. If an abrikandilu demon moves at least 30 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 5 (2d4) piercing damage.

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

Self-Loathing. If an abrikandilu demon can see a mirror within 30 feet of itself, it attacks that mirror on its next turn.

ACTIONS

Multiattack. The creature makes one Gore attack and one Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gore. *Melee Weapon Attack:* +X to hit, reach 0 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



TOME OF
HORRORS

ALU DEMON, ALU

CR5

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 50 ft.

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

Saving Throws Constitution +5

Skills Deception + 6, Intimidation +6, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 100 ft.

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The alu demon's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

3/day each: *altar self*, *charm person*, *detect thoughts*, *suggestion*
1/day: *dimension door*

ACTIONS

Multiattack. The alu demon makes one Longsword attack and one Claw attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage. The alu demon gains temporary hit points equal to the amount of damage inflicted with its claw attack. These temporary hit points last one hour.

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



TOME OF
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CACODEMON

CR4

Medium fiend (demon), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Skills Athletics +5, Deception +4, Intimidation +4, Perception +4, Stealth +3

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Demonic, Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The cacodemon's innate spellcasting ability is Charisma (spell save DC 12). It can cast the following spells, requiring no material components:

3/day each: *darkness*, *detect magic*, *detect thoughts*, *see invisibility*

1/day: *hold person*

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

Magic Weapons. The cacodemon's weapon attacks are considered magical for the purposes of damage resistances.

ACTIONS

Multiattack. The cacodemon makes two Longsword and one Claw attack, or two Claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Change Shape. The cacodemon magically polymorphs into a humanoid whose Challenge rating is equal to or lower 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 cacodemon's choice). In a new form, the cacodemon retains its game statistics and ability to speak, but its Armor Class, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Summon (1/day). The cacodemon has a 35% chance to summon 1d3 derghodemons (see *Tome of Horrors 5e*) or a cacodemon. The summoned demon appears in an unoccupied space within 60 feet of the cacodemon, but can't summon other demons. It remains for one minute, until it or the first cacodemon is slain, or until the first cacodemon takes an action to dismiss it.



TOME OF
HORRORS

CHARONADEMON

CR7

Medium fiend (demon), neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

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

Saving Throws Con +6, Wis +5

Skills Arcana +6, Deception +8, Intimidation +8, Perception +6, Stealth +7, Survival +6

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Demonic, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. The charonademon's innate spellcasting ability is Charisma (spell save DC 16). It can cast the following spells, requiring no material components:

At will: *detect magic*, *darkness*, *see invisibility*

1/day: *plane shift* (skiff and self only)

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

Magic Weapons. The charonademon's weapon attacks are considered magical for the purposes of damage resistances.

ACTIONS

Multiattack. The charonademon makes two Quarterstaff attacks.

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if used with two hands to make a melee attack.

Fear Gaze. Creatures within 30 feet of the charonademon who can see it must make a DC 16 Wisdom saving throw. On a failed saving throw, the creature takes 10 (3d6) psychic damage and is frightened for one minute. On a successful saving throw, the creature takes half damage and is not frightened.

While frightened, the target must take the Dash action and move away from the charonademon by the safest available route on each of its turns, unless there is nowhere to move. The creature can repeat the saving throw if it ends its turn out of line of sight with the charonademon, ending the effect on a success. If the creature's saving throw succeeds, or the effect ends for it, the target is immune to a charonademon's fear gaze for 24 hours.

Summon (1/day). The charonademon has a 35% chance to summon 1d4 hydrodemons or a charonademon. The summoned demon appears in an unoccupied space within 60 feet of the charonademon but can't summon other demons. It remains for one minute, until it or the first charonademon is slain, or until the first charonademon takes an action to dismiss it.



TOME OF
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DARAKA

CR5

Large fiend (demon), chaotic evil

Armor Class 14 (type)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Constitution +8

Skills Deception +8, Intimidation +8, Perception +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 5 (1,800 XP)

Scorpion Body. A creature that hits the daraka with a melee attack suffers 3 (1d6) piercing damage and must succeed at a DC 16 Constitution saving throw or suffer an additional 9 (2d8) poison damage and be poisoned for one hour from the scorpions that scurry out of the wound to attack.

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

Innate Spellcasting. The daraka's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *darkness*, *detect evil and good*, *invisibility* (self only), *spiritual weapon*, *teleportation* (self only)

3/day: *chill touch*

1/day each: *feeblemind*, *shatter*

ACTIONS

Multiattack. The creature makes one Claw attack and one Scorpion Throw attack, or two Claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage and the target is grappled by the daraka (escape DC 15). A creature that is grappled by the daraka at the start of its turn suffers the effects of the demon's scorpion body ability. The daraka has two claws and can grapple only two creatures at a time.

Scorpion Throw. Ranged Weapon Attack: +3 to hit, range 10/20 ft., one target. **Hit:** 3 (1d6) piercing damage and the target must succeed at a DC 16 Constitution saving throw or suffer an additional 9 (2d8) poison damage and be poisoned for one hour.



TOME OF
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FOX DEMON

CR9

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 156 (24d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +8

Skills Intimidation +12, Perception +11, Stealth +13

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks, cold, fire, lightning

Senses darkvision 60 ft. passive Perception 13

Languages Abyssal, Common, telepathy 120 ft.

Challenge 9 (5,000 XP)

Shapechanger. The fox demon can use its actions to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The fox demon's spellcasting ability is Charisma (spell save DC 16). The fox demon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day each: *confusion*, *dominate person*, *expeditious retreat*

1/day each: *dominate monster*

ACTIONS

Charm. One humanoid that the fox demon can see within 30 feet must succeed on a DC 15 Wisdom saving throw or be magically charmed for one day. The charmed target obeys the fox demon's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fox demon's Charm for the next 24 hours. The fox demon can have up to four charmed targets at a time. If it charms another, the effect on one previous target ends.



TOME OF
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GALLU

CR6

Large fiend (demon), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Deception +8, Perception +5, Stealth +6

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

Damage Immunities lightning, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, telepathy 60 ft.

Challenge 6 (2,300 XP)

Shapechanger. The gallu can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The gallu makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the gallu can't grapple another target.

Plane Shift (recharge 5–6). The gallu casts a *plane shift* spell requiring only verbal components. If the gallu has a creature grappled, that creature must succeed on a DC 15 Wisdom saving throw or be transported along with the gallu.

Teleport (recharge 5–6). The gallu magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. If the gallu has a creature grappled, that creature must succeed on a DC 15 Wisdom saving throw or be transported along with the gallu.



TOME OF
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HUANGSHE'YAO

CR15

Large aberration, alignment varies

Armor Class 20 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Str +9, Con +10, Wis +9, Cha +10

Damage Immunities poison

Damage Resistances fire, lightning, bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities poisoned

Senses tremorsense 30 ft., passive Perception 14

Languages Abyssal

Challenge 15 (13,000 XP)

Wish-Bargain. A huangshe'yao can grant a single *wish* (as per the 9th-level spell) to a mortal petitioner. The cost of this wish is high, however, for the petitioner must, in exchange for the wish, allow itself to be subject to a *geas* from the huangshe'yao. This geas is treated as if it was cast with a 9th-level spell slot (meaning that it is permanent until removed by *remove curse*, *greater restoration*, or *wish*) and the target receives no saving throw.

Magic Resistance. The huangshe'yao has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The huangshe'yao's spellcasting ability is Charisma (spell save DC 18). The huangshe'yao can innately cast the following spells, requiring no material components:

3/day each: *charm person*, *enthrall*, *hold person*, *hypnotic pattern*, *suggestion*

1/day each: *dominate person*, *mass suggestion*

ACTIONS

Multiattack. The huangshe'yao makes one Bite and one Constriction attack. It may not make a constriction attack if it already has one target restrained.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) damage.

Constriction. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the target takes 15 (2d10 + 4) bludgeoning damage at the start of the huangshe'yao's turn, and the huangshe'yao can't make constriction attacks against other targets.



TOME OF
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HUNDRED-EYED DEMON

CR12

Huge fiend, unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	3 (−4)	18 (+4)	5 (−3)

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks, thunder

Condition Immunities charmed, poisoned

Skills Perception +8

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 18

Languages —

Challenge 12 (8,400 XP)

Enhanced Perception. Hundred-eyed demons are highly sensitive to motion and tremors. They have advantage on all Wisdom (Perception) checks due to their multiple eyes and their other enhanced senses.

Sustenance-free. Hundred-eyed demons do not need to eat, sleep or breathe.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) piercing damage plus 13 (3d8) poison damage. The target must succeed on a DC 17 Constitution saving throw or be poisoned for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. In addition, the creature is grappled (escape DC 17). The hundred-eyed demon cannot make bite attacks when it has a grappled target, but it can continue to inflict 13 (3d8) poison damage on its turn upon its grappled target.



TOME OF
HORRORS

HYDRODEMON

CR5

Large fiend (demon), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (–1)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +7

Skills Perception +6

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal

Challenge 5 (1,800 XP)

Amphibious. The hydrodemon can breathe air and water.

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

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

Innate Spellcasting. The hydrodemon's spellcasting ability is

Charisma (spell save DC 13, +5 to hit with spell attacks). It can

innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *water walk*

2/day each: *dimension door*, *teleport*

1/day: *hallow*

ACTIONS

Multiattack. The hydrodemon makes one Bite attack and two Claws attacks. The demon can use its Sleep Spittle instead of using its Bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the demon can't bite another target.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Sleep Spittle. One target within 60 feet must succeed on a DC 15 Wisdom saving throw or fall unconscious for one minute. The sleeping target can be awakened if someone uses an action to shake or slap the sleeper awake, and the target wakes if it takes damage.

Summon (1/day). The demon chooses what to summon and attempts a magical summoning. A hydrodemon has a 30% chance of summoning a **hydrodemon**. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for one minute, until it or its summoner dies, or until its summoner dismisses it as an action.



TOME OF
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MEZZALORN DEMON

CR5

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	16 (+3)	16 (+3)

Skills Deception +6, Intimidation +6, Perception +6, Stealth +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, telepathy 100 ft.

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The mezzalorn demon's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *spiritual weapon*, *teleport* (self only)

3/day each: *bane*, *blight*

1/day: *hypnotic pattern*

Pheromones. When reduced to half or less of its maximum hit points, the mezzalorn releases a cloud of pheromones that excite the natural aggression of its kind, granting advantage on all attack rolls to any mezzalorn within 50 feet.

ACTIONS

Multiattack. The mezzalorn makes one Sting attack and one Claw attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 8 (1d6 + 4) slashing damage.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage and the target must succeed at a DC 15 Constitution saving throw or suffer an additional 9 (2d8) poison damage and be poisoned for one hour.



TOME OF
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NABASU (DEATH STEALER DEMON)

CR10

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (15d8 + 90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Constitution +9

Skills Perception +7

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

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, Common, telepathy 100 ft.

Challenge 10 (5,900 XP)

Death Gaze. When a creature that can see the nabasu's eyes starts its turn within 30 feet of the nabasu, the nabasu can force it to make a DC 15 Wisdom saving throw if the nabasu isn't incapacitated and can see the creature. On a failure, the creature loses a hit die. A creature that has lost its last hit die to the nabasu's death gaze has disadvantage on all death saves for the next 24 hours, and if it dies within that time, it rises as a ghoul in 1d4 rounds under the nabasu's control. Ghouls created in this way become free willed if the nabasu that created them dies. Unless surprised, 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 nabasu until the start of its next turn, when it can avert its eyes again. If the creature looks at the nabasu in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on the nabasu are done at disadvantage.

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

Innate Spellcasting. The nabasu's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *darkness*, *teleport* (self only)

3/day each: *silence*, *plane shift*, *ray of enfeeblement*, *vampiric touch*

1/day: *regenerate*

Paralysis Aura (1/day). As a bonus action, the nabasu releases a cloud of magical energy that can paralyze its foes. This cloud fills a 10-foot cube, and all creatures within that cube must succeed at a DC 17 Constitution saving throw or become paralyzed for one minute. A paralyzed creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The nabasu makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.



TOME OF
HORRORS

NERIZO DEMON (BLOODHOUND DEMON)

CR5

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft.

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

Skills Athletics +7, Perception +5, Stealth +6

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The nerizo's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

It can cast the following spells, requiring no material components:

At will: *darkness*, *detect evil and good*, *teleport* (self only)

1/day: *confusion*

ACTIONS

Multiattack. The nerizo makes one Sting attack and two Claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage and the target must succeed at a DC 15 Constitution saving throw or suffer an additional 9 (2d8) poison damage and be poisoned for one hour.

Spit Acid (recharge 5–6). The nerizo spits a 15-foot line of poison. All creatures caught in the line must make a DC 14 Dexterity saving throw, taking 18 (4d8) acid damage on a failure or half as much damage on a successful save.



TOME OF
HORRORS

NYSROCK (COBRA DEMON)

CR10

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Constitution +9

Skills Deception +8, Intimidation +8, Perception +8, Stealth +6

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 100 ft., passive Perception 18

Languages Abyssal, Celestial, Common, Draconic, Infernal, telepathy 100 ft.

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The nysrock's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *blight*, *dispel magic*, *teleport* (self only)

3/day each: *bane*, *spiritual weapon*

ACTIONS

Multiattack. The nysrock demon makes one Sting attack and one other attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) piercing damage and the target must succeed at a DC 17 Constitution saving throw or suffer an additional 18 (4d8) and be poisoned for one hour. A creature already suffering the poisoned condition caused by a nysrock is also stunned until the end of its next turn.

Spit Poison. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) poison damage and the target must succeed at a DC 17 Constitution saving throw or be blinded until the end of its next turn.

Sting. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 15 (4d4 + 5) piercing damage and the target must succeed at a DC 17 Constitution saving throw or suffer an additional 18 (4d8) poison damage and be poisoned for one hour. A creature already suffering the poisoned condition caused by a nysrock is also stunned until the end of its next turn.



TOME OF
HORRORS

PISCODEMON

CR10

Medium fiend (demon), neutral evil

Armor Class 20 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Str +10, Con +8, Wis +6, Cha +7

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft, passive Perception 12

Languages Abyssal, Demonic, Infernal; telepathy 100 ft.

Challenge 10 (5,900 XP)

Amphibious. The piscodemon can breathe air and water.

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

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

Improved Critical. The piscodemon's weapon attacks score a critical hit on a roll of 19 or 20.

Innate Spellcasting. The piscodemon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *dispel magic*

3/day each: *fly*, *stinking cloud*

ACTIONS

Multiattack. The piscodemon makes one Claw attack and one Tentacle attack or two Claw attacks.

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

Hit: 13 (2d6 + 6) piercing damage and the target is grappled (escape DC 18). The piscodemon has two claws, each of which can grapple only one target.

Teleport. The piscodemon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Tentacle. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 11 (1d10 + 6) bludgeoning damage plus 5 (1d10) poison damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for one hour.



TOME OF
HORRORS

SHRROTH

CR12

Huge fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Constitution +11

Skills Deception +8, Intimidation +8, Perception +7, Persuasion +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 100 ft., passive Perception 17

Languages Abyssal, Common, telepathy 100 ft.

Challenge 12 (8,400 XP)

Amphibious. The shrroth can breathe air and water.

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

Innate Spellcasting. The shrroth's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *dispel magic*, *mirror image*, *spiritual weapon*, *teleport* (self only), *water breathing* (others only)

2/day: *feeblemind*

1/day: *blindness/deafness* (blindness only)

Jet Burst (recharge 4–6). As a bonus action, the shrroth moves up to 80 feet through a body of water. This movement does not provoke opportunity attacks.

ACTIONS

Multiattack. The shrroth makes one Trident attack and up to four Tentacle attacks.

Trident. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage.

Tentacle. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 13 (1d12 + 7) bludgeoning damage and the target is grappled (escape DC 19) by the shrroth. The shrroth has six tentacles and can only grapple up to six creatures at a time. A creature that starts its turn grappled by the shrroth suffers 9 (2d8) bludgeoning damage. Each tentacle has an AC of 20, 15 hit points, and immunity to poison and psychic damage. Severing or destroying a tentacle deals no damage to the shrroth and severed tentacles regrow at a rate of one per day.

Sickening Cloud (recharge 5–6). The shrroth emits a cloud of grayish liquid into a body of water that fills a 40-foot cube and remains for 2d4 rounds. Any creature that begins its turn within the cloud must succeed at a DC 19 Constitution saving throw or be poisoned for one minute.



TOME OF
HORRORS

SKITTERDARK

CR3

Tiny fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 55 (10d4 + 30)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	16 (+3)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Str +2, Con +5, Wis +2, Cha +3

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

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 11

Languages Abyssal, Common

Challenge 3 (700 XP)

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

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

Innate Spellcasting. The skitterdark's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*

1/day each: *hold person*, *fear*

ACTIONS

Multiattack. The skitterdark makes one Claw attack and one Bite attack.

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

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

Hit: 4 (1d3 + 3) slashing damage plus 2 (1d4) necrotic damage.



TOME OF
HORRORS

STIRGE DEMON

CR10

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+5)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Str +10, Con +9, Wis +6, Cha +6

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 10 (5,900 XP)

Blood Drain. At the start of its turn, the stirge demon causes a creature it has grappled with its bite to lose 7 (2d6) hit points.

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

Magic Weapons. The stirge demon's weapon attacks are magical.

Innate Spellcasting. The stirge demon's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *see invisibility*, *telekinesis*

ACTIONS

Multiattack. The stirge demon makes one Bite attack and two Claw attacks.

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

Hit: 19 (3d8 + 6) piercing damage and the target is grappled (escape DC 18). The stirge demon can only grapple one creature.

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

Hit: 13 (2d6 + 6) slashing damage.

Teleport. The stirge demon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.



TOME OF
HORRORS

BELUIRI (THE TEMPTRESS)

CR17

Medium fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5)

20 (+6)

20 (+5)

18 (+4)

16 (+3)

21 (+5)

Saving Throws Str +11, Con +11, Cha +11

Skills Deception +17, Intimidation +11, Perception +9, Persuasion +11

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

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, telepathy 120 ft.

Challenge 17 (18,000 XP)

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

Magic Weapons. Beluiri's weapon attacks are magical.

Shapechanger. Beluiri can use its action to polymorph into a Small or Medium humanoid, or back into her true form. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Innate Spellcasting. Beluiri's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *fear*, *tongues*

3/day each: *dispel magic* (as a 6th-level slot), *hold monster* (as a 6th-level slot), *mass suggestion*, *wall of fire*

1/day each: *incendiary cloud*, *true polymorph*

ACTIONS

Multiattack. Beluiri uses Charm and makes two Claw attacks and one Horns attack.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 11 (2d10) poison damage. The target must succeed on a DC 19 Constitution saving throw or be poisoned for one minute. The creature

can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horns. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Teleport. Beluiri magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Charm. One humanoid Beluiri can see within 30 feet of her must succeed on a DC 19 Wisdom saving throw or be magically charmed for one day. The charmed target obeys Beluiri's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Beluiri's Charm for the next 24 hours.

Beluiri can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Conjure Hezrou (recharge 4–6). Beluiri summons two hezrou who appear in unoccupied spaces within 60 feet of her and obey her telepathic commands (no action required). They roll initiative and act on their own turn.

LEGENDARY ACTIONS

Beluiri can take three 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. Beluiri regains spent legendary actions at the start of her turn.

Cast a Spell (costs 3 actions). Beluiri casts a spell from its innate spellcasting list.

Claw Attack. Beluiri makes a Claw attack.

Teleport (costs 2 actions). Beluiri magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.



TOME OF
HORRORS

TERATASHIA, DEMON PRINCESS OF DIMENSIONS

CR15

Large fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (19d10 + 76)

Speed 35 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +9, Con +9, Int +9, Cha +9

Skills Perception +7

Damage Resistances acid, cold, psychic

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

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal

Challenge 15 (13,000 XP)

Regeneration. Teratashia heals 10 hit points at the start of her turn if she is in darkness. She heals 5 hit points if she is in dim light, and no hit points if she is in bright light.

Light Avoidance. Teratashia's speed increases to 50 feet and her flying speed increases to 70 feet if she is in bright light at the start of her turn. Her speed returns to normal when she starts her turn in dim light or darkness.

Innate Spellcasting. Teratashia spellcasting ability is Charisma (spell save DC 17, spell attack bonus +9). She can cast the following spells without material components:

At will: *clairvoyance*, *darkness*, *detect thoughts*, *dimension door*, *dispel magic*, *fear*, *suggestion*

3/day each: *charm person*, *insect plague*, *telekinesis*, *wall of stone*

Teratashia's Necklace of Skulls. Teratashia's necklace is a powerful magic item. It is made from 13 skulls, and each skull has gems set into the eye sockets. Each gem stores one magic spell; the wearer of the necklace can use an action (or reaction for counterspell) to cast one of the spells. Spells are cast at their lowest level, using the caster's attack bonus and saving throw DC. The necklace recovers one expended charge per hour when worn by Teratashia; it doesn't recover charges when worn by anyone else. It has the following spells stored:

2x each: *arcane lock*, *bestow curse*, *cloudkill*, *counterspell*, *fireball*, *hypnotic pattern*, *knock* (x2), *mirror image*, *witch bolt*

4x each: *cone of cold*, *cure wounds*

ACTIONS

Multiattack. Teratashia make four Claw attacks, or two Claw attacks and either uses her innate spellcasting or one charge from her necklace.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 17 (3d8 + 4) slashing damage plus 7 (2d6) lightning damage.



TOME OF
HORRORS

VEPAR

CR21

Large fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Str +14, Dex +13, Con +14

Skills Intimidation +13, Perception +12, Stealth +13

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

Damage Immunities lightning, poison

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

Magic Weapons. Vepar's weapon attacks are magical.

Innate Spellcasting. Vepar's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He can cast the following spells, requiring no material components:

At will: *control water*, *detect magic*, *ice storm*

3/day each: *dispel magic* (as a 6th-level slot), *wall of ice*

1/day each: *control weather*, *true polymorph*

ACTIONS

Multiattack. Vepar makes two Trident attacks or two Claw attacks.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 11 (2d10) cold damage. The target must succeed on a DC 20 Constitution saving throw or gain a level of cold-based exhaustion.

Trident. Melee or Ranged Weapon Attack: +16 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage, or 25 (3d10 + 9) piercing damage if used with two hands to make a melee attack. This weapon is a magical +2 trident.

Conjure Shrrroths (recharge 4–6). Vepar summons 2 shrrroths (see monster entry) that appear in unoccupied spaces within 60 feet of him and obey his telepathic commands (no action required). They roll initiative and act on their own turn.

Legendary Actions

Vepar can take three 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. Vepar regains spent legendary actions at the start of his turn.

Cast a Spell (costs 3 actions). Vepar casts a spell from his innate spellcasting list.

Trident Missiles (costs 2 actions). Vepar uses his magical trident to cast a *magic missile* spell (as a 6th-level slot).

Teleport (costs 2 actions). Vepar magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Claw Attack. Vepar makes a Claw attack.



TOME OF
HORRORS

DENIZEN OF ONG

CR2

Medium aberration, neutral evil

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	15 (+2)	16 (+3)	15 (+2)

Senses darkvision 60 ft., passive Perception 13

Languages Telepathy 100 ft.

Challenge 2 (450 XP)

Charming gaze. When a creature begins its turn within 30 feet of the denizen of Ong and can see the denizen of Ong, the denizen of Ong can force it to make a DC 13 Wisdom save. If the creature fails its save, the creature is charmed by the denizen of Ong for one hour or until the denizen of Ong is slain.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so it cannot see the denizen of Ong until the start of its next turn when it can choose to avert its eyes again. If the creature looks at the denizen of Ong in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The denizen of Ong uses Wisdom (spell save DC 13, spell attack +5) to innately cast the following spells, requiring no material components:

At-will: *mage hand*

1/day: *hypnotic pattern*, *ray of enfeeblement*

Regeneration. If the denizen of Ong has at least 1 hit point, it recovers 5 hit points at the start of its turn.

ACTIONS

Multiattack. The denizen of Ong makes two Tentacle attacks or one Tentacle attack and one Sickle attack.

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

Hit: 6 (1d6 +3) slashing damage.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 +3) bludgeoning damage and the target must succeed at a DC 11 Constitution saving throw or become paralyzed for 1d6 minutes.



TOME OF
HORRORS

AMAIMON

CR6

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	12 (+1)

Skills Deception +4, Intimidation +4, Insight +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Where's My Money. The amaimon devil has the ability to instill crippling greed in its opponents, forcing them to make a successful DC 15 Wisdom Saving throw or stop whatever they are doing to count each individual coin and gem in their possession. Creatures within a 30-foot radius who fail their save count out six coins per round until all the coins are counted. Suffering damage or serious attempts to distract them affords the victim an additional saving throw.

Innate Spellcasting. The amaimon devil's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *major image*, *protection from evil and good*, *teleport* (self only), *wall of fire*

ACTIONS

Multiattack. The amaimon devil makes one Bite attack and two Claw attacks.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Sulfur Breath (recharge 4–6). The amaimon devil spits out a 40-foot cone of sulfuric ash and hot coals. Each creature in the area must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failure or half as much on a success.



TOME OF
HORRORS

FLAYER

CR9

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	24 (+7)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Strength +11

Skills Athletics +11, Deception +6, Intimidation +6, Perception +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 100 ft., passive Perception 16

Languages Abyssal, Common, Ignan, Infernal, telepathy 100 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the flayer's darkvision.

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

Flensing. On a natural 20, the horned and serrated claws and fists of the flayer tears flesh from bone, dealing (5d8) necrotic damage to its opponent in addition to critical damage from its claw attack.

Regeneration. The flayer regains 10 hit points at the start of its turn. If the flayer takes damage from a silvered weapon, this trait doesn't function at the start of the flayer's next turn. The flayer is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. The flayer's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *detect evil and good*, *teleport* (self only), *scorching ray*

1/day each: *wall of fire*, *protection from evil and good*

ACTIONS

Multiattack. The flayer makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage and 7 (2d6) necrotic damage.

Unholy Burst (recharge 5-6). A 30-foot cube of hellish brimstone bursts forth from the skin of the flayer, causing those within the wave to succeed DC 19 Constitution save or gain the poisoned condition for one hour.



TOME OF
HORRORS

GHADDAR

CR16

Huge fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Str +11, Con +10, Cha +10

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silver.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Devil's Sight. Magical darkness doesn't impede the ghaddar's darkvision.

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

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

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

At will: *detect magic*, *wall of fire*

3/day: *fireball*, *lightning bolt*

ACTIONS

Multiattack. The ghaddar makes two Claw attacks and one Bite attack.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Feed. The ghaddar feeds on the corpse of a slain foe and regains 23 (2d12 + 10) hit points.



TOME OF
HORRORS

HELLSTOKER DEVIL

CR5

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (–3)	10 (+0)	10 (+0)

Saving Throws Str +5, Con +5, Wis +3, Cha +3

Skills Athletics +5, Perception +3

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the hellstoker's darkvision.

Innate Spellcasting. The hellstoker's innate spellcasting ability is Charisma (spell save DC 11). It can cast the following spells, requiring no material components:

At will: *protection from evil and good*

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

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

Oily Hide. A hellstoker has advantage on ability checks and saving throws to resist being grappled or restrained. In addition, if a hellstoker takes fire damage, it bursts into flame for one minute. During this time, a creature who enters the area or begins their turn in the area must make a DC 13 Dexterity saving throw, taking 4 (1d8) fire damage on a failed saving throw, or half as much damage on a successful saving throw.

ACTIONS

Multiattack. The hellstoker makes two Spear attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Bellows. The hellstoker releases a blast of fire from its bellows in a 15-foot cone. Creatures in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed saving throw, or half as much damage on a successful saving throw.

Summon (1/day). The hellstoker has a 35% chance to summon 2d8 lemures or a hellstoker. The summoned demon appears in an unoccupied space within 60 feet of the hellstoker, but can't summon other demons. It remains for one minute, until it or the first hellstoker is slain, or until the first hellstoker takes an action to dismiss it.



TOME OF
HORRORS

NUPPERIBO DEVIL

CRO

Medium fiend (devil), lawful evil

Armor Class 11 (natural armor)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	4 (-3)	10 (+0)	4 (-3)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison, psychic

Condition Immunities charmed, frightened, stunned, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Infernal (cannot speak)

Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the nupperibo's darkvision.

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

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) slashing damage.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) piercing damage.



TOME OF
HORRORS

TORMENTOR DEVIL

CR6

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

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

Skills Deception +5, Intimidation +5, Insight +5, Perception +5, Persuasion +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the tormentor's darkvision.

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

Regeneration. The tormentor regains 5 hit points at the start of its turn. If the tormentor takes damage from a silvered weapon, this trait doesn't function at the start of the tormentor's next turn. The tormentor is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Soul Tracking. The tormentor can track any soul that enters the planes of Hell and knows the approximate direction and distance to the soul in question.

Innate Spellcasting. The tormentor's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *detect thoughts*, *dimension door*, *scorching ray*, *teleport* (self only)
1/day: *suggestion*

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

ACTIONS

Multiattack. The tormentor makes one Battleaxe attack and two Claw attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. The tormentor's battleaxe attack affects incorporeal creatures.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. The tormentor's claw attack affects incorporeal creatures.

Soulcatcher Net. *Ranged Weapon Attack:* +7 to hit, range 10/20 ft., one target. *Hit:* the target is restrained (Escape DC 14). The tormentor's soulcatcher net can expand to hold creatures of any size and can affect incorporeal creatures. A creature that begins its turn restrained by the soulcatcher net suffers 3 (1d6) necrotic damage. The net has AC 14 and 20 hit points.



TOME OF
HORRORS

BLOOD MANE

CR4

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (−1)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal

Challenge 4 (1,100 XP)

Amphibious. The mane can breathe air and water.

Drain Blood. As a bonus action, the blood mane may drain blood from a grappled foe. The foe suffers 6 (3d6) necrotic damage, and the blood mane gains a number of temporary hit points equal to the amount of damage the blood drain causes.

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

Sizzle. A creature that touches the blood mane or hits it with a melee attack while within five feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The mane makes one Bite attack and one Claw attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage and 9 (2d8) fire damage. The target is grappled by the blood mane (Escape DC 14). The blood mane can grapple only one creature at time.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage



TOME OF
HORRORS

ICE MANE

CR3

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (−1)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +5

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

Damage Immunities cold

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal

Challenge 3 (700 XP)

Amphibious. The mane can breathe air and water.

Ice Walk. The ice mane can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

ACTIONS

Multiattack. The mane makes one Bite attack and one Ice Spine attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 2 (1d4) cold damage, and the target must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion.

Ice Spine. *Ranged Weapon Attack:* +5 to hit, range 10/40 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 2 (1d4) cold damage.



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TOME OF
HORRORS

STYGIAN MANE

CR2

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (−1)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +5

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

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal

Challenge 2 (450 XP)

Amphibious. The mane can breathe air and water.

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

Slimy Skin. The stygian mane has advantage to escape from the grappled or restrained condition.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed at a DC 13 Constitution saving throw or become paralyzed for one minute.



TOME OF
HORRORS

STYX MANE

CR2

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (−1)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal

Challenge 2 (450 XP)

Amphibious. The mane can breathe air and water.

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

ACTIONS

Multiattack. The mane makes one Bite and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



TOME OF
HORRORS

SILENT ASSASSIN

CR6

Medium fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	10 (+0)	18 (+4)	9 (-1)

Saving Throws Dex +7, Wis +7

Skills Athletics +8, Acrobatics +10, Sleight of Hand +10, Stealth +10, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Understands Common but does not speak

Challenge 6 (2,300 XP)

Ambusher. A silent assassin has advantage on attack rolls against any creature it surprises.

Stealthy. A silent assassin has advantage on all Dexterity (Stealth) checks.

ACTIONS

Deadly Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (3d4 + 4) piercing damage. Target must make a DC 15 Constitution save or be subject to a harm spell (see below).

Harm (recharge 5–6). On a successful deadly dagger hit, the target must make a DC 15 Constitution saving throw. On a failure, the target is affected as if by a *harm* spell. On a success the target takes half damage as described under *harm*. In either case, the silent assassin cannot cause the *harm* effect again until the ability recharges.



TOME OF
HORRORS

SPORE RAT

CR¹/₄

Small plant, neutral

Armor Class 15 (natural armor)

Hit Points 21 (6d6)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	11 (+0)	2 (−4)	12 (+1)	4 (−3)

Skills Athletics +0, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Skilled Explorer. The spore rat ignores nonmagical difficult terrain created by plants. The spore rat also has advantage on saving throws against spells and magical effects involving plants.

ACTIONS

Infectious Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The creature must make a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

Spore Cloud (2/day). The spore rat releases a cloud of toxic spores within a five-foot radius. All creatures adjacent to the spore rat must make a DC 10 Constitution saving throw or have its Strength score reduced by 1d4. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



TOME OF
HORRORS

CRANIFORM

CR2

Medium humanoid (craniform), lawful good

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 40 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Craniform, Aquan

Challenge 2 (450 XP)

Limited Amphibiousness. The craniform can breathe air and water but begins to suffocate if not submerged at least once every four hours.

ACTIONS

Multiattack. The craniform makes two Pincer attacks or one Pincer attack and one Spear attack.

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

Hit: 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the craniform doesn't have another creature grappled already. The target is restrained until the grapple ends.

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.



TOME OF
HORRORS

BAAPHEL,

CR22

GRAND DUKE OF COVETOUS REGENT OF BELIAL, ARCH DEVIL

Medium fiend (devil), lawful evil

Armor Class 17 (*chainmail* +1)

Hit Points 312 (25d8 + 200)

Speed 40 ft., fly 60 ft.

STR

DEX

CON

INT

WIS

CHA

28 (+9)

16 (+3)

26 (+8)

24 (+7)

18 (+4)

26 (+8)

Saving Throws Constitution +15,

Wisdom +11, Charisma +15

Skills Arcana +14, Acrobatics

+10, Deception +15, Insight +11,

Intimidation +15, Perception +11,

Persuasion +15, Stealth +10

Damage Resistances cold;

bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive

Perception 21

Languages Abyssal, Common,

Celestial, Draconic, Giant,

Infernal, Terran, telepathy 100 ft.

Challenge 22 (41,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. Baaphel's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can cast the following spells, requiring no material components:

At will: *bane*, *charm monster*, *detect evil and good*, *dispel magic*, *fire shield*, *invisibility*, *magic circle*, *suggestion*, *teleport* (self only), *tongues*

1/day each: *flesh to stone*, *symbol*

Legendary Resistance (3/day). If

Baaphel fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Baaphel's weapon attacks are magical.

Regeneration. Baaphel regains 10 hit points at the start of his turn. If Baaphel takes damage from a silvered weapon, this trait doesn't function at the start of Baaphel's

next turn. Baaphel is destroyed only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Baaphel makes one Hell Reaper attack and two Fear Touch attacks.

Hell Reaper. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) slashing damage. Baaphel scores a critical hit with Hell Reaper when he rolls a 19 or 20.

Fear Touch. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) psychic damage and the target must succeed on a DC 19 Wisdom saving throw or be frightened of Baaphel for one hour. A creature who saves against this effect is immune to it for 24 hours.

LEGENDARY ACTIONS

Baaphel can take three 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. Baaphel regains spent legendary actions at the start of his turn.

Devil Touched. Baaphel makes a Fear Touch attack.

Reap the Souls. Baaphel makes two Hell Reaper attacks, scoring a critical hit on an 18, 19, or 20.

Wing Buffet (costs 2 actions). Baaphel buffets the air with his wings to create a 20-foot cone of powerful wind. All creatures caught in this area must succeed at a DC 25 Strength check or be knocked prone and pushed 15 feet away from Baaphel.

Fiendish Recovery (costs 2 actions). Baaphel recovers 50 hit points and ends one condition affecting him.



TOME OF
HORRORS

DARK CREEPER

CR1

Small humanoid, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	9 (-1)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Undercommon (dark folk dialect)

Challenge 1 (200 XP)

Innate Spellcasting. The dark creeper's spellcasting ability is Charisma (spell save DC 9). The dark creeper can innately cast the following spells, requiring no material components:

At will: *deeper darkness*, *detect magic*

Death Throes. When a dark creeper dies, it combusts in a flash of bright white light, and each creature within 10 feet of it must make a DC 13 Constitution saving throw or be blinded for one minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Other dark creepers within 10 feet of the flash of light are automatically blinded until the end of their next turn. A dark creeper's gear and treasure are unaffected by this explosion.

Envenomed Attacks. The dark creeper coats its weapons with black smear, a foul-smelling black paste distilled from fungi found deep underground.

Exceptional Dark Vision. Dark creepers can see perfectly in darkness of any kind, including magical darkness.

Light Sensitivity. While in bright light, the dark creeper has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one.



TOME OF
HORRORS

CAASIMOLAR,

FORMER PRESIDENT OF HELL, ARCH DEVIL

Medium fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 337 (25d8 + 225)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	28 (+9)	28 (+9)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Constitution +16,

Wisdom +17, Intelligence +17,

Charisma +17

Skills Arcana +17, Deception +17,

Insight +17, Intimidation +17,

History +17, Religion +17, Perception

+17, Persuasion +17

Damage Resistances cold;

bludgeoning, piercing, and slashing

from nonmagical attacks that are
not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive

Perception 27

Languages Abyssal, Common, Celestial,

Demonic, Draconic, Infernal, telepathy

100 ft.

Challenge 24 (62,000 XP)

Devil's Sight. Magical darkness

doesn't impede the devil's darkvision.

Innate Spellcasting. Caasimolar's

innate spellcasting ability is

Charisma (spell save DC 25, +17 to

hit with spell attacks). He can cast

the following spells, requiring no

material components:

At will: *animate dead*, *cone of cold*,

detect evil and good, *detect magic*,

detect thoughts, *dispel magic*,

invisibility, *magic circle*, *polymorph*,

teleport (self only), *tongues*, *true*

seeing

3/day: *wall of ice*

1/day each: *lightning bolt*, *power*

word kill

Legendary Resistance (3/day). If

Caasimolar fails a saving throw, he

can choose to succeed instead.

Magic Resistance. Caasimolar has

advantage on saving throws against

spells and other magical effects.

Magic Weapons. Caasimolar's weapon

attacks are magical.

Regeneration. Caasimolar regains

10 hit points at the start of his turn.

If Caasimolar takes damage from a

silvered weapon, this trait doesn't

function at the start of Caasimolar's

next turn. Caasimolar is destroyed

only if he starts his turn with 0 hit

points and doesn't regenerate.

ACTIONS

Multiattack. Caasimolar makes three

Iron Rule of Law attacks.

Iron Rule of Law. Melee Weapon

Attack: +16 to hit, reach 10 ft., one

target. **Hit:** 35 (4d12 + 9) bludgeoning

damage and the target must make a

DC 26 Constitution save. The target

dies on a failure while on a success it

takes 27 (5d10) psychic damage.

Contractual Obligations.

Caasimolar carries a copy of the

Doctrines of Hell, a legal tome that

he may use to write contracts. The

contracts allow him to cast *geas* or

symbol once per day.

LEGENDARY ACTIONS

Caasimolar can take three 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.

Caasimolar regains spent legendary

actions at the start of his turn.

Hammer of the Law. Caasimolar makes

an Iron Rule of Law attack.

Halt in the Name of the Law. Caasimolar

targets one creature who must

succeed at a DC 27 Wisdom saving

throw or become incapacitated until

the end of its next turn.

Signed in Blood (costs 2 actions).

All creatures within 30 feet of

Caasimolar must make a DC

27 Wisdom saving throw. On a

failure, the creature is subject to

Caasimolar's will as per the spell

suggestion on a failure, while on a

success the creature takes 17 (5d6)

psychic damage.

Fiendish Recovery (costs 2 actions).

Caasimolar recovers 50 hit points

and ends one condition affecting him.



TOME OF
HORRORS

GORSON, BLOOD DUKE OF APLISTIA, ARCH DEVIL

CR22

Large fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 391 (27d10 + 243)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	28 (+9)	28 (+9)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Constitution +16, Wisdom +12, Charisma +12

Skills Deception +12, Insight +12, Intimidation +12, Perception +12, Persuasion +12, Stealth +16

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Goblin, Ignan, Infernal, telepathy 100 ft.

Challenge 22 (41,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. Gorson's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can cast the following spells, requiring no material components:

At will: *animate dead*, *bane*, *charm monster*, *detect evil and good*, *detect magic*, *detect thoughts*, *dispel magic*, *lightning bolt*, *magic circle*, *see invisibility*, *suggestion*, *teleport* (self), *tongues*, *wall of fire*

1/day: *symbol*

Legendary Resistance (3/day). If Gorson fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Gorson's weapon attacks are magical.

Regeneration. Gorson regains 10 hit points at the start of his turn. If Gorson takes damage from a silvered weapon, this trait doesn't function at the start of Gorson's next turn. Gorson is destroyed only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Gorson makes one Battleaxe attack and two Claw attacks.

Battleaxe. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 23 (2d12 + 10) slashing damage plus 17 (5d6) necrotic damage.

Claw. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage.

LEGENDARY ACTIONS

Gorson can take three 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. Gorson regains spent legendary actions at the start of his turn.

No Pity. Gorson makes a Battleaxe attack.

Pounce and Rake. Gorson moves up to 50 feet and makes two Claw attacks with advantage.

Roar (costs 2 actions). Gorson lets loose a massive leonine roar. All creatures within a 30-foot cone originating from Gorson must make a DC 25 Constitution saving throw, taking 36 (8d8) thunder damage on a failure, or half as much on a success.

Fiendish Recovery (costs 2 actions). Gorson recovers 50 hit points and ends one condition affecting him.



TOME OF
HORRORS

DARK STALKER

CR3

Medium humanoid, chaotic neutral

Armor Class 15

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	9 (-1)	11 (+0)	13 (+1)

Saving Throws Dex +6, Cha +3

Skills Perception +4, Stealth +8

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon (dark folk dialect)

Challenge 3 (700 XP)

Innate Spellcasting. The dark stalker's spellcasting ability is Charisma (spell save DC 10). The dark stalker can innately cast the following spells, requiring no material components:

At will: *deeper darkness*, *detect magic*, *fog cloud*

Death Throes. When a dark stalker dies, it combusts in a flash of white-hot flame, and each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a success. A dark stalker's gear and treasure are unaffected by this explosion.

Envenomed Attacks. The dark stalker coats its weapons with black smear, a foul-smelling black paste distilled from fungi that live deep underground.

Exceptional Dark Vision. Dark stalkers can see perfectly in darkness of any kind, including magical darkness.

Light Sensitivity. While in bright light, the dark stalker has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack. Once per turn, the dark stalker 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 five feet of an ally of the dark stalker that isn't incapacitated, and the dark stalker doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The dark stalker makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.



TOME OF
HORRORS

*Tiny fiend, chaotic evil***Armor Class** 12 (natural armor)**Hit Points** 13 (3d4 + 6)**Speed** 5 ft., 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (+0)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 8**Languages** understands Abyssal and Infernal, and any languages it knew before becoming a fiend, but is unable to speak**Challenge** 1 (200 XP)**ACTIONS****Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.**Demon's Kiss.** If an incapacitated target is within five feet of the vargouille, the vargouille can kiss that creature, which must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma at the end of each hour, as its facial features take on a fiendish aspect. The curse is held at bay by direct sunlight or the *daylight* spell. Once the cursed target's Charisma drops to 2, it suffers an excruciating, violent death as its head tears away from its body to become a new vargouille. The curse can be ended only by a *remove curse* or *greater restoration* spell. The physical changes are undone when the curse ends through these means.**Stunning Shriek.** The vargouille unleashes a piercing shriek. Creatures within 30 feet of the vargouille that hear the shriek must succeed on a DC 12 Wisdom saving throw or be frightened and stunned until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If the creature's saving throw is successful, then it is immune to the vargouille's shrieks for the next hour.



TOME OF
HORRORS

SHADOW RAT

CR¹/₄

Tiny undead, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 15 ft.

STR

DEX

CON

INT

WIS

CHA

4 (−3)

14 (+2)

12 (+1)

2 (−4)

10 (+0)

6 (−2)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Amorphous. The shadow rat can move through a space as narrow as one inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow rat has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

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

Hit: 4 (1d4 + 2) necrotic damage. If the target is not undead, its Strength score is reduced by 1d4. The target dies if this reduces its Strength score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



TOME OF
HORRORS

MOLOCH, ARCH DEVIL

CR22

Large fiend (devil), lawful evil

Armor Class 24 (natural armor)

Hit Points 319 (22d10 + 192)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	28 (+9)	28 (+9)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Constitution +16,

Wisdom +12, Charisma +12

Skills Deception +12, Insight +12, Intimidation +12, Perception +12, Persuasion +12, Stealth +16

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Undercommon, telepathy 100 ft.

Challenge 22 (41,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. Moloch's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can cast the following spells, requiring no material components:

At will: *animate dead*, *bane*, *detect evil and good*, *detect magic*, *detect thoughts*, *dispel magic*, *hold person*, *invisibility*, *magic circle*, *see invisibly*, *suggestion*, *true seeing*, *teleport* (self only)

3/day each: *lightning bolt*, *wall of fire*

1/day: *flame strike*, *symbol*

Legendary Resistance (3/day). If Moloch fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Moloch's weapon attacks are magical.

Regeneration. Moloch regains 10 hit points at the start of its turn. If Moloch takes damage from a silvered weapon, this trait doesn't function at the start of Moloch's next turn. Moloch is destroyed only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Moloch makes one Kraken's Bite attack and two Claw attacks.

Kraken's Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., two targets. *Hit:* 26 (3d10 + 10) slashing damage and the targets are restrained (escape DC 26). *Kraken's Bite* is a whip with six tails and can restrain only six creatures.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage.

Cone of Cold and Fear (recharge 4-6). Moloch breathes a 30-foot cone of frigid air filled with the shrieking voices of the damned. Each creature in the area must make a DC 24 Constitution saving throw, taking 45 (10d8) cold damage and being frightened until the end of their next turn on a failure, or half as much damage and not being frightened on a success.

LEGENDARY ACTIONS

Moloch can take three 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. Moloch regains spent legendary actions at the start of his turn.

Release the ... Moloch makes a Kraken's Bite attack.

Deep Breath. Moloch recharges and uses its Cone of Cold and Fear attack.

Spread Betrayal (costs 2 actions). All creatures within 30 feet of Moloch must succeed on a DC 20 Wisdom saving throw or use their reaction to attack the nearest of their allies.

Fiendish Recovery (costs 2 actions). Moloch recovers 50 hit points and ends one condition affecting him.



TOME OF
HORRORS

STEEL ELF

CR22

Medium humanoid (elf), any alignment

Armor Class 13 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

Fey Ancestry. The steel elf has advantage on saving throws against being charmed and magic can't put them to sleep.

ACTIONS

Multiattack. The elf makes two Longsword attacks or two Longbow attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.



TOME OF
HORRORS

INPHIDIAN*Medium humanoid (inphidian), neutral evil***Armor Class** 16 (natural armor)**Hit Points** 39 (6d8 + 12)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +4, Wis +3**Skills** Acrobatics +5, Insight +3, Perception +3, Stealth +5**Senses** darkvision 60 ft., passive Perception 13**Languages** Common, Inphidian**Challenge** 3 (700 XP)**ACTIONS****Multiattack.** An inphidian makes two Snake-hand Bite attacks.**Snake-hand Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.**Spit Poison (recharge 5–6).** The inphidian spits poison at one target within 20 feet of it. A target creature must succeed on a DC 13 Constitution saving throw or be blinded for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TOME OF
HORRORS

MUS SORCERER

CR3

Tiny humanoid, neutral good

Armor Class 16 (natural armor)

Hit Points 5 (2d4)

Speed 10 ft.

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

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

Skills Perception +7, Stealth +7

Senses darkvision 30 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Silent as a Mouse. A mus sorcerer has advantage on Dexterity (Stealth) checks.

Spellcasting. The mus sorcerer is an 8th-level spellcaster.

Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The mus sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, minor illusion, prestidigitation*

1st level (4 slots): *charm person, expeditious retreat, shield, witch bolt*

2nd level (3 slots): *invisibility, shatter*

3rd level (3 slots): *blink, slow*

4th level (2 slots): *confusion*

ACTIONS

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

Hit: 1 piercing damage.

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

Hit: 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the start of the mus sorcerer's next turn.



TOME OF
HORRORS

OLITHAGORIAN THRALL

CR2

Medium humanoid, neutral

Armor Class 11

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses blindsight 30ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 2 (450 XP)

Horrifying Visage. Each mortal creature within 60 feet of the olithagorian thrall that can see it must succeed on a DC 13 Wisdom saving throw or be Frightened for one minute. A Frightened target can repeat the saving throw at the end of each of its turns, ending the Frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this olithagorian thrall's Horrifying Visage for the next 24 hours.

Thrall Weaknesses. Casting a greater restoration spell upon an olithagorian thrall frees the victim from its torturous condition. A thrall targeted by the spell falls unconscious and slowly reverts to its previous form. Again on the brink of death, the victim must make death saves to avoid dying from the gruelingly painful transformation.

If the olithagorian that created the thrall dies, the thrall slumps to the floor and flops around spastically for 2d6 rounds before dying. Within this narrow timespan, it's still possible to cast greater restoration on the thrall to return it to its former self.

ACTIONS

Multiattack. The thrall makes one Headbutt attack and two Claw attacks.

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

Hit: 7 (1d6 + 4) slashing damage.

Headbutt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.



TOME OF
HORRORS

MUS SWASHBUCKLER

CR3

Tiny humanoid, neutral good

Armor Class 16 (natural armor)

Hit Points 5 (2d4)

Speed 10 ft.

STR

DEX

CON

INT

WIS

CHA

2 (−4)

16 (+3)

10 (+0)

12 (+1)

16 (+3)

16 (+3)

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

Skills Deception +7, Perception +7, Stealth +7

Senses darkvision 30 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Distraction. As a bonus action, the mus swashbuckler makes a contested Charisma (Deception) check against its opponent's Wisdom (Insight). On a success, the opponent is distracted and the mus swashbuckler has advantage on its melee attacks against that target for one round.

Silent as a Mouse. A mus swashbuckler has advantage on Dexterity (Stealth) checks.

ACTIONS

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

Hit: 1 piercing damage.

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



TOME OF
HORRORS

MODAR THE HUNTRESS

CR18

Medium fiend (n'gathau), neutral evil

Armor Class 22 (natural armor)

Hit Points 275 (22d8 + 176)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	26 (+8)	20 (+5)	20 (+5)	12 (+1)

Saving Throws Constitution +14, Wisdom +11

Skills Athletics +12, Acrobatics +11, Intimidation +7, Medicine +11, Religion +11, Perception +11, Stealth +7, Survival +11

Damage Resistances cold; bludgeoning, piercing, and slashing attacks from nonmagical attacks that are not silver

Damage Immunities acid, fire, poison
Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 18 (20,000 XP)

Brutal Bullying. Modar has advantage on Charisma (Intimidation) checks.

Cruelty's Bliss. When Modar scores a critical hit, she gains advantage on her next attack roll.

Delicious Agony. Following a successful melee attack, Modar can use a bonus action to gain 5 temporary hit points.

Eye See You. Modar sees in every spectrum and has advantage on attacks against normally difficult to see prey, such as those under the effects of invisibility or hiding in darkness and shadows. This allows it to track its quarry even into other dimensions.

Horriſying Appearance. When a creature that can see Modar's eyes starts its turn within 30 feet of Modar, she can force it to make a DC 19 Wisdom saving throw if Modar isn't incapacitated and can see the creature. On a failure, the creature is frightened for one minute. Unless surprised, 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 Modar until the start of its next turn, when it can avert its eyes again. If the creature looks at Modar in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on Modar are done at disadvantage.

Innate Spellcasting. Modar's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She can cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*, *dimension door*, *hold person*

1/day: *finger of death*, *prismatic spray*

3/day: *misty step*, *plane shift*

Spellcasting. Modar is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +11 to hit with spell attacks). She has the following spells prepared:

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

1st level (4 slots): *bane*, *command*, *guiding bolt*, *inflict wounds*, *protection from evil and good*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *silence*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *magic circle*, *mending*, *stone shape*

4th level (3 slots): *banishment*, *divination*, *freedom of movement*, *locate creature*, *stone shape*

5th level (1 slot): *flame strike*

ACTIONS

Multiattack. Modar makes one Suffering Touch attack and two Claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage and the target must succeed on a DC 22 Constitution saving throw or suffer and additional 12 (3d6) necrotic damage at the start of their next turn.

Suffering Touch. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) psychic damage and the target must succeed on a DC 19 Wisdom saving throw or be incapacitated until the end of their next turn.



TOME OF
HORRORS

SHELL FOLK

CR4

Medium humanoid, chaotic neutral

Armor Class 10 (+1 to +6 depending upon shell size and durability; see below)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (−1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +3, Survival +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses tremorsense 60 ft., passive Perception 13

Languages Shell Folk

Challenge 4 (1,100 XP)

Biological Mental Dissonance. Shell folk are crustaceans and do not think or reason in the same way as other species. They are immune to being charmed or frightened and to psychic damage. Additionally, they have advantage on saving throws against spells from the school of Enchantment.

Armored Shell. As their name suggests, shell folk use large shells or other objects as armor. A shell provides its wearer with a bonus to Armor Class ranging from +1 to +6 depending upon its size and durability. Most shells provide a +2 bonus, while larger and more durable shells are worn by older, stronger, and more skilled shell folk.

Crustacean Language. The shell folk's language is an incomprehensible collection of clicks, clacks, and hisses. Any non-shell folk creature attempting to learn the language must succeed on a DC 20 Intelligence check or be unable to learn the language. This check can be made again after six additional months of study.

ACTIONS

Multiattack. A shell folk makes one Spear and two Pincer attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The shell folk has two pincers, each of which can grapple only one target.



TOME OF
HORRORS

SKELZI

CR1

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +4

Senses passive Perception 10

Languages Common, Unique

Challenge 1 (200 XP)

Blood Whip. A skelzi's vicious blood whip causes wounds that bleed profusely. A creature must make a DC 12 Constitution saving throw every time it takes damage from a blood whip. If the saving throw fails, the wound bleeds freely and the creature takes 4 (1d4 + 2) necrotic damage at the start of each of its turns. Bleeding continues until it is ended with magical healing or if the affected creature or another creature adjacent to it binds the wound by spending an action and making a successful DC 12 Wisdom (Medicine) check. Every bleeding wound causes additional damage and must be treated separately; a character that was struck three times by blood whips, for example, takes 3d4 + 6 damage at the start of its next turn if none of those wounds is treated before then. A blood whip behaves as a normal whip when wielded by anyone who is not a skelzi.

Chameleonic Hide. If they shed their garments, skelzis can hide when they are lightly obscured, their Stealth bonus increases to +6, and they have advantage on Stealth checks and on initiative rolls.

ATTACKS

Multiattack. A skelzi makes one Claw attack and one Blood Whip attack.

Blood Whip. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. **Hit:** 4 (1d4 + 2) slashing damage and the target must make a successful DC 12 Constitution saving throw or take continuing damage from bleeding (see Blood Whip above).

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



TOME OF
HORRORS

SWARM OF MINIATURE MERMAIDS

CR3

Large swarm of Small humanoids (merfolk), neutral

Armor Class 13

Hit Points 60 (11d10)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	8 (–1)	14 (+2)	17 (+3)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 14

Languages Aquan, Common

Challenge 3 (700 XP)

Amphibious. The swarm can breathe air and water.

Smothering Embrace. While in water, a creature in the swarm's space is at risk of suffocating. It must succeed on a DC 13 Constitution saving throw to hold its breath or begin choking. A choking creature can survive a number of rounds equal to its Constitution modifier (minimum of one round) before dropping to 0 hit points and dying.

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half its initial hit points or fewer.

Haunting Melody (recharge 6). The voices of the dozens of miniature mermaids harmonize into a haunting melody. Each creature within 30 feet of the swarm that can hear it must succeed on a DC 13 Charisma saving throw or be charmed by the swarm for one 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 swarm's Haunting Melody for the next 24 hours.



TOME OF
HORRORS

N'GATHAU WARRIOR

CR9

Medium fiend (n'gathau), neutral evil

Armor Class 16 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	2 (−4)

Damage Resistances cold; bludgeoning, piercing, and slashing attacks from nonmagical attacks that are not silver

Damage Immunities acid, fire, poison

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Cruelty's Bliss. When a n'gathau warrior scores a critical hit, it gains advantage on its next attack roll.

Delicious Agony. Following a successful melee attack, the n'gathau warrior can use a bonus action to gain 5 temporary hit points.

Horifying Appearance. When a creature that can see the n'gathau warrior's eyes starts its turn within 30 feet of the n'gathau warrior, the n'gathau warrior can force it to make a DC 15 Wisdom saving throw if the n'gathau warrior isn't incapacitated and can see the creature. On a failure, the creature is frightened for one minute. Unless surprised, 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 n'gathau warrior until the start of its next turn, when it can avert its eyes again. If the creature looks at the n'gathau warrior in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on the n'gathau warrior are done at disadvantage.

Pain Invigoration. N'gathau warriors who take damage have advantage on all attack rolls until the end of their next turn.

ACTIONS

Multiattack. The n'gathau warrior makes two multi-weapon attacks.

Multi-weapon. The n'gathau warrior is equipped with an odd technomagic multi-weapon that has the following uses:

Blade Hurler. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target must succeed on a DC 16 Constitution saving throw or fall asleep.

Net Hurler. *Ranged Weapon Attack:* +7 to hit, range 20/80 ft., one target. *Hit:* all creatures within a 10-foot cube centered on the target are restrained by the net (escape DC 16). The net is AC 10 and has 30 hit points, is resistant to bludgeoning and piercing damage, and is immune to poison and psychic damage. The net has sharp hooks, and every attempt to escape it inflicts 4 (1d8) slashing damage.

Bleeding Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and the creature suffers 7 (2d6) necrotic damage at the start of its next turn.



TOME OF
HORRORS

SOUL HAMMER

CR9

Large fiend (n'gathau), neutral evil

Armor Class 12 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (–2)	6 (–2)	6 (–2)

Damage Resistances cold; bludgeoning, piercing, and slashing attacks from nonmagical attacks that are not silver

Damage Immunities acid, fire, poison

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 8

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Cruelty's Bliss. When the soul hammer scores a critical hit on a target, it gains advantage on its next attack roll.

Damage Enhanced. If reduced to half their maximum hit points, the soul hammer begins to revel in its pain and swings wildly, gaining an extra soul hammer attack per round.

Delicious Agony. Following a successful melee attack, the soul hammer can use a bonus action to gain 5 temporary hit points.

Horrifying Appearance. When a creature that can see the soul hammer's eyes starts its turn within 30 feet of the soul hammer, the soul hammer can force it to make a DC 10 Wisdom saving throw if the soul hammer isn't incapacitated and can see the creature. On a failure, the creature is frightened for one minute. Unless surprised, 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 soul hammer until the start of its next turn, when it can avert its eyes again. If the creature looks at the soul hammer in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on the soul hammer are done at disadvantage.

ACTIONS

Multiattack. The soul hammer makes one Bite attack and two Pincer attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 (1d10) necrotic damage.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target is grappled (escaped DC 17). A creature that is grappled by the soul hammer at the start of its turn is automatically hit by one of the soul hammer's attacks.

Soul Hammer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.



TOME OF
HORRORS

DOKKAEBI

CR3

Small fey, chaotic good

Armor Class 15 (natural armor)

Hit Points 63 (14d6 + 14)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

9 (–1)

14 (+2)

12 (+1)

12 (+1)

15 (+2)

15 (+2)

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed

Senses passive Perception 16

Languages Common, fey

Challenge 3 (700 XP)

Luck Bringer. A dokkaebi that inhabits a house and is well-treated may, at its own discretion, gift the homeowner with the Luck feat. This feat exists only for so long as the dokkaebi inhabits the household or until the dokkaebi itself revokes it.

Innate Spellcasting. The dokkaebi's spellcasting ability is Charisma (spell save DC 12). The dokkaebi can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *detect magic*, *detect thoughts*, *invisibility*

3/day each: *animate objects*, *create food and water*, *cure wounds*, *lesser restoration*

1/day each: *blink*, *greater restoration*, *scrying*, *stinking cloud*

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage. The target must succeed on a DC 13 Constitution saving throw or become unconscious for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TOME OF
HORRORS

FENG XIANJI (WIND FEY)

CR3

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 72 (16d8)

Speed 20 ft., fly 20 ft.

STR

DEX

CON

INT

WIS

CHA

9 (–1)

14 (+2)

10 (+0)

10 (+0)

12 (+1)

15 (+2)

Skills Perception +5, Stealth +6

Senses passive Perception 15

Languages Sylvan

Challenge 3 (700 XP)

Actions

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

Whirlwind (recharge 5–6). Each creature in the wind fey's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up to 20 feet away from the wind fey in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ACTIONS

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

Whirlwind (recharge 5–6). Each creature in the wind fey's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up to 20 feet away from the wind fey in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



TOME OF
HORRORS

FILTH FAIRY

CR3

Small fey, neutral evil

Armor Class 13 (natural armor)

Hit Points 45 (7d6 + 21)

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

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	16 (+3)	6 (−2)	11 (+0)	9 (−1)

Skills Perception +2, Stealth +4, Survival +2

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Amphibious. The filth fairy can breathe air and water.

Innate Spellcasting. The filth fairy's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately, without requiring material components:

At will: *acid splash*

3/day: *acid arrow*

1/day: *stinking cloud*

ACTIONS

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

Hit: 4 (1d4 + 2) slashing damage plus 3 (1d6) acid damage.

Slime Breath (recharge 5–6). The filth fairy spews slimy acid in a 15-foot-long cone. Creatures in the area must make a DC 13 Dexterity saving throw, taking 17 (5d6) acid damage on a failed saving throw, or half as much damage on a successful saving throw.



TOME OF
HORRORS

FYR

CR¹/₄

Small fey, neutral

Armor Class 11

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

Skills Animal Handling +3, Arcana +3, Deception +5, Insight +3, Nature +3, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks.

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Resilient. A fyr has advantage on all saving throws.

Innate Spellcasting. A fyr can cast the following spells without material components using Charisma as its casting ability (spell save DC 11, spell attack bonus +3).

At will: *animal friendship*, *speak with animals*

3/day each: *faerie fire*, *pass without trace*, *beast sense*, *conjure animals*

1/day each: *dominate beast*, *invisibility*

Weapon Attunement. Fyrs have an ability to attune themselves with any wood-handled weapon so that they get a +1 bonus to attack rolls with such a weapon once they've handled for at least 10 minutes. This bonus is already included in the Battleaxe attack below.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) slashing damage. **Headbutt.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage and the target must make a successful DC 11 Dexterity saving throw or be knocked prone. If the target is knocked prone, the fyr can make an immediate Battleaxe attack against it as a bonus action.



TOME OF
HORRORS

GRAY NISP

CR6

Large fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	19 (+4)	5 (-3)	12 (+1)	7 (-2)

Senses darkvision 60 ft., tremorsense 180 ft., passive Perception 11

Languages Gray Nisp

Challenge 6 (2,300 XP)

Keen Scent. A gray nisp can taste blood in the surrounding water from a distance of up to one mile.

Innate Spellcasting. A gray nisp can use the following spell-like abilities, using Wisdom as its casting ability (spell save DC 12, +4 to hit with spell attacks). The gray nisp doesn't need material components to use these abilities:

At will: *confusion*, *detect thoughts*, *minor illusion* (auditory only), *hold monster*, *slow*

Water Dependent. A gray nisp can survive out of water only for 10 minutes. After that, it begins to suffocate.

ACTIONS

Multiattack. A gray nisp makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 9 (1d12 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 8 (1d10 + 3) slashing damage. If both claws hit the same target, it takes an additional 8 (1d10 + 3) slashing damage.



TOME OF
HORRORS

GRIMSTALKER

CR5

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft., climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	17 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dexterity +7

Skills Acrobatics +7, , Intimidate +6, Perception +4, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silver

Senses darkvision, passive Perception 14

Languages Elvish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The grimstalker's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

3/day: *entangle*

1/day: *pass without trace*

ACTIONS

Multiattack. The grimstalker makes three attacks with either its Longbow or Spiked Staff. It can replace one of those attacks with a Claw attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage plus 5 (2d4) poison damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for one hour.

Spiked Staff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 2 (1d4) poison damage, or 9 (1d8 + 4) piercing damage plus 2 (1d4) poison damage if used with two hands.



TOME OF
HORRORS

NIXIE

CR1

Small fey, neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Con +3, Cha +6

Skills Deception +6, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Sylvan

Challenge 1 (200 XP)

Amphibious. A nixie can breathe air and water.

Innate Spellcasting. The nixie's spellcasting ability is Charisma (spell save DC 14), and requires no material components for the following spells:

3/day each: *charm person*

1/day: *suggestion*

Shapechanger. A nixie can use her action to polymorph into a Small or Medium aquatic creature, or back into her true form.

Her statistics, other than her size, are the same in each form.

Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lure. A nixie sings a magical melody. Every humanoid and giant within 300 feet of her that can hear her song must make a DC 13 Wisdom saving throw or be charmed until the song ends.

The nixie must use a bonus action on her subsequent turns to continue singing. She can stop at any time. The song ends if the nixie is incapacitated.

While charmed by the nixie, a target is incapacitated and ignores the songs of other nixies. If the charmed target is more than five feet away from the nixie, the target must move on its turn toward her by the most direct route, trying to get within five feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain such as lava or a pit, and whenever it takes damage from a source other than the nixie, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends. A target that successfully saves is immune to the nixie's song for the next 24 hours.



TOME OF
HORRORS

BOG NIXIE

CR1

Small fey, neutral evil

Armor Class 13

Hit Points 33 (9d6 + 9)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Con +3, Cha +6

Skills Deception +6, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Sylvan

Challenge 1 (200 XP)

Amphibious. A bog nixie can breathe air and water.

Innate Spellcasting. The bog nixie's spellcasting ability is Charisma (spell save DC 14) and requires no material components for the following spells:

3/day each: *charm person*, *speak with animals*

1/day: *suggestion*

Shapechanger. A bog nixie can use her action to polymorph into a Small or Medium aquatic creature, or back into her true form. Her statistics, other than her size, are the same in each form.

Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lure. A bog nixie sings a magical melody. Every humanoid and giant within 300 feet of her that can hear her song must make a DC 13 Wisdom saving throw or be charmed until the song ends. The bog nixie must use a bonus action on subsequent turns to continue singing. The bog nixie can stop singing at any time. The song ends if the bog nixie is incapacitated.

While charmed by the bog nixie, a target is incapacitated and ignores the songs of other bog nixies. If the charmed target is more than five feet away from the bog nixie, the target must move on its turn toward her by the most direct route, trying to get within five feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain such as lava or a pit, and whenever it takes damage from a source other than the bog nixie, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to the bog nixie's song for the next 24 hours.



TOME OF
HORRORS

QUICKLING

CR1

Small fey, chaotic neutral

Armor Class 14

Hit Points 16 (3d6 + 6)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Dex +6

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Aklo, Common, Infernal

Challenge 1 (200 XP)

Cunning Action. A quickling can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Innate Spellcasting. A quickling's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: dancing lights, fire bolt, minor illusion

3/day: burning hands

1/day each: levitate, shatter

Magic Weapons. A quickling's weapon attacks are considered magical for the purposes of overcoming damage resistances and immunities.

Supernatural Speed. A quickling's supernatural speed means that attacks have disadvantage against it as long as it is not grappled or restrained. If a quickling does not move over the course of its turn, it is invisible until the end of its next turn, or until it moves or takes an action. In addition, if a quickling fails its saving throw against the slow spell, it cannot use the benefits above and is poisoned until the slow effect on it ends.

ACTIONS

Multiattack. The quickling makes three attacks.

Dagger. Melee Weapon Attack: +6 to hit, reach 15 ft., one creature. Hit: 6 (1d4 + 4) piercing damage and target must succeed on a DC 12 Constitution saving throw against kava leaf poison or fall asleep for one hour or until lesser restoration, remove curse, or similar is cast on the target.



TOME OF
HORRORS

SPRIGGAN

CR3

Small fey, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 36 (8d6 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	13 (+1)	11 (+0)	11 (+0)	8 (−1)

Skills Nature +2, Perception +2, Stealth +5, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The spriggan's innate spellcasting ability is Constitution (spell save DC 11). The spriggan can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day: *shatter*

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

ACTIONS

Multiattack. The spriggan makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Enlarge (1/day). The spriggan's size triples in all dimensions, and its weight is multiplied by 10. This growth increases its size from Small to Large. The spriggan remains changed for one hour, or until it takes a bonus action to end the effect.

The spriggan has advantage on Strength checks and Strength saving throws, and the spriggan's weapons grow to match its new size. While these weapons are enlarged, the spriggan's attacks deal an additional die of damage on a hit.



TOME OF
HORRORS

STROKE LAD

CR6

Medium fey, neutral evil

Armor Class 14

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	12 (+1)	16 (+3)

Skills Deception + 6, Intimidation +6, Persuasion +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The stroke lad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *charm*, *dancing lights*, *detect evil and good*

1/day each: *confusion*, *detect thoughts*, *dispel magic*

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

Magic Weapons. The stroke lad's weapon attacks are magical.

ACTIONS

Multiattack. The stroke lad makes two Withering Touch attacks.

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage.



TOME OF
HORRORS

FEY GIANT TOAD

CR2

Large fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	3 (−4)	10 (+0)	12 (+1)

Skills Perception +3

Senses passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. A fey giant toad spellcasting ability is Charisma (spell save DC 13), and requires no material components for the following spells:

3/day each: *dancing lights*

1/day each: *entangle*, *faerie fire*

Keen Smell. The fey giant toad has advantage on Wisdom (Perception) checks that rely on smell.

Poison Hide. A creature that touches the fey giant toad or hits it with an unarmed or natural weapon attack takes 3 (1d6) poison damage from the toad's poisonous hide.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13).

Swallow. The fey giant toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the fey giant toad, and it takes 3 (1d6) acid damage at the start of each of the fey giant toad's turns. The fey giant toad can swallow only one target at a time.

If the fey giant toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone



TOME OF
HORRORS

WOODWOSE

CR10

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

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

Saving Throws Con +8, Wis +7

Skills Nature +7, Stealth +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 10 (5,900 XP)

Innate Spellcasting. The woodwose's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *entangle*, *pass without trace*, *shillelagh*, *speak with plants*

Plant Passivism. Plant creatures will not willingly attack the woodwose. They can be forced to do so through magical or other means. If the woodwose or its allies attack a plant creature, the effect is broken until the woodwose completes a long rest.

Plant Sense. The woodwose can sense any creature within 60 feet that is in contact with vegetation.

Spellcasting. The woodwose is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *detect magic*, *guidance*, *resistance*

1st level (4 slots): *cure wounds*, *faerie fire*, *longstrider*, *thunder wave*

2nd level (3 slots): *gust of wind*, *locate animals and plants*, *moonbeam*

3rd Level (3 slots): *call lightning*, *dispel magic*, *plant growth*

4th Level (3 slots): *dominate beast*, *giant insect*, *ice storm*

4th Level (1 slot): *insect plague*

Wood Immunity. A woodwose is unaffected by weapons made of wood or spells that have primarily a wooden component. Weapons that have damaging parts that are primarily metal (such as arrows or spears) affect the woodwose normally.

ACTIONS

Multiattack. The creature makes one Club attack and one Punch attack.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage.

Punch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.



TOME OF
HORRORS

BASALT WARHOUND

CR5

Large elemental, lawful evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (−2)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Ignan

Challenge 5 (1,800 XP)

Death Burst. When a basalt warhound dies, it explodes in a burst of fire. Each creature within five feet of it must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

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

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

ACTIONS

Multiattack. The basalt warhound makes two Bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.

Hit: 12 (2d8 + 3) piercing damage and 9 (2d8) fire damage.



TOME OF
HORRORS

SMOKE ELEMENTAL

CR5

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	6 (–2)	10 (+0)	6 (–2)

Skills Stealth +8

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

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 5 (1,800 XP)

Smoke Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as one inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within five feet of it must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn. If a creature starts its turn in the elemental's space or enters it on its turn, that creature must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn.

ACTIONS

Multiattack. The smoke elemental makes two Slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn.

Stoke. Each creature in the elemental's space must succeed on a DC 15 Constitution saving throw or be incapacitated until it is no longer in the elemental's space.



TOME OF
HORRORS

SEQUANA GENIE

CR11

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Aquan

Challenge 11 (7,200 XP)

Amphibious. The sequana genie can breathe air and water.

Innate Spellcasting. The sequana genie's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*

3/day each: *tongues, water breathing, water walk*

1/day each: *conjure elemental* (water elemental only), *control water, gaseous form, invisibility, plane shift*

ACTIONS

Multiattack. The sequana genie makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. The sequana genie magically shoots water in a 60-foot line that is five feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the sequana genie and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



TOME OF
HORRORS

STONE MAIDEN

CR8

Medium elemental, neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +7, Con +7, Cha +8

Skills Perception +6, Persuasion +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Damage Vulnerabilities thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Common, Terran

Challenge 8 (3,900 XP)

Earth Magic Immunity. The stone maiden is immune to any spell or magical effect that employs or manipulates earth or stone, including her own *spike growth* spell.

Earth Mastery. If the stone maiden and a creature are standing on the ground, the creature suffers a –1 to its attack and damage rolls against the stone maiden and has disadvantage on grappling checks made against the stone maiden.

Innate Spellcasting. The stone maiden's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, with no need for material components or concentration:

At will: *meld into stone*, *spike growth*, *stone shape*

2/day: *move earth*, *wall of stone*

ACTIONS

Multiattack. The stone maiden makes two Longsword attacks or two Slam attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Animate Rocks (recharge 4–6). The stone maiden causes a pile of rocks she can see within 100 feet of her to animate into a humanoid shape. The rock form has statistics identical to the stone maiden, except it may use only Slam attacks. The rocks act under the control of the stone maiden, but do not require her concentration, and return to their lifeless state when reduced to 0 hit points or when they are more than 100 feet from the stone maiden.



TOME OF
HORRORS

BLOOD WEIRD

CR8

Large elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Perception +6, Stealth +9

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 16

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Invisible in Blood. The blood weird is invisible while fully immersed in blood.

Blood Bound. The blood weird dies if it spends more than two consecutive rounds outside a large body of blood.

Extinguish. When the blood weird successfully hits a Medium or smaller target holding a torch, exposed lantern, or other nonmagical source of fire with its Constrict attack, that fire source is extinguished.

Regeneration. The blood weird regains 10 hit points at the start of its turn if it has at least 1 hit point and is at least partially immersed in blood. If the blood weird takes fire damage, this trait doesn't function at the start of the blood weird's next turn. The blood weird dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The blood weird makes one Constrict attack and uses Siphon Blood.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16) and pulled five feet toward the blood weird. Until this grapple ends, the target is restrained, the blood weird tries to drown it, and the blood weird can't grapple another target.

Siphon Blood. A grappled creature must make a DC 16 Constitution saving throw. On a failure, it takes 14 (4d6) necrotic damage, and the blood weird regains hit points equal to half the amount of necrotic damage dealt.



TOME OF
HORRORS

CELESTIAL PARAGON

CR12

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 221 (26d10 + 78)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Con +7, Wis +8, Cha +9

Skills Insight +11, Perception +11, Persuasion +13

Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 21

Languages Celestial, Common

Challenge 12 (8,400 XP)

Spellcasting. The celestial paragon is a 16th-level spellcaster.

Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The celestial paragon has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

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

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*

7th level (1 slot): *plane shift*

8th level (1 slot): *sunburst*

ACTIONS

Multiattack. The celestial paragon makes two Sword attacks.

Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 17 (4d6 + 3) slashing damage plus 18 (4d8) radiant damage. Target must succeed on a DC 17 Wisdom saving throw or lose one spell slot of level 1d6. This spell slot is lost as if it had been used to cast a spell.

Lend Magic. As a bonus action, a celestial paragon can use one of its expended spell slots to restore an expended spell slot of the same level to a lawful good wizard or sorcerer within 60 feet. The paragon cannot use the slot again until it returns to the Celestial Plane, and it cannot restore an expended slot to a caster who cannot cast a spell of that level.



TOME OF
HORRORS

NIUTOMI

CR5

Medium celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +8, Wis +4

Skills Athletics +10, Perception +7, Religion +6

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common

Challenge 5 (1,800 XP)

Celestial Weapons. The niutomi's weapon attacks are magical.

When the niutomi hits with any weapon, the weapon deals an extra 2d8 radiant damage or 4d8 radiant damage against undead (included in the attack).

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

ACTIONS

Multiattack. The niutomi makes two melee attacks.

Pitchfork. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage plus 9 (2d8) radiant damage or 18 (4d8) radiant damage against undead.

Chain Undead. The niutomi may touch one incapacitated, paralyzed, petrified, stunned, or unconscious undead. The target must then make a DC 14 Constitution saving throw or be reduced to 0 hit points. If the saving throw succeeds, the undead creature loses the condition and may act normally on its next turn. Undead reduced to 0 hit points are chained on the niutomi's next turn and returned to their proper burial place or other destination. So long as they remain chained, the undead remain at rest and at 0 hit points.

Subdue Undead. The niutomi takes an action to force all undead within 10 feet to make a DC 14 Wisdom saving throw or be incapacitated for 1d6 rounds.



TOME OF
HORRORS

SINGA

CR9

Large celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Str +7, Wis +6

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 20

Languages Celestial

Challenge 9 (5,000 XP)

Guardian Spirit. A singa serves a single household. If threatened in any one of their dwellings, a member of that household can call upon the house singa, which arrives from its home plane within 1d4 rounds. It acts to defend its household, then returns to its home plane after the threat has been eliminated.

Always Returning. If a singa is slain, it returns to its home plane where it reconstitutes over the next 24 hours. After this period, the singa may be summoned once more.

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

At will: *light*, *message*, *prestidigitation*

3/day each: *cure wounds*, *healing word*, *thunderwave*

2/day each: *greater restoration*, *hold monster*, *mass cure wounds*

1/day: *raise dead*

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d10 + 3) bludgeoning damage.



TOME OF
HORRORS

GREEN BRAIN

CR2

Small plant (fungus), lawful evil

Armor Class 12

Hit Points 31 (9d6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+2)	10 (+0)	7 (-2)	12 (+1)	16 (+3)

Damage Immunities psychic damage

Condition Immunities frightened, stunned, unconscious

Senses telepathy 60 ft., truesight 60 ft., passive Perception 11

Languages Common, Undercommon, Sylvan, telepathy

Challenge 2 (450 XP)

ACTIONS

Psychic Bolt. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 21 (4d8 + 3) psychic damage.

Psychic Waves (recharges after a short or long rest). The green brain emits a pulse of psychic energy at potential foes. The pulse affects all creatures with an Intelligence of 3 or higher that are within 30 feet of the green brain. Each creature that starts its turn within 30 feet of the green brain must succeed on a DC 13 Intelligence saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.



TOME OF
HORRORS

MANDRAGORA

CR¹/₈

Small plant (fungus), neutral evil

Armor Class 11

Hit Points 4 (1d6 + 1)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	8 (-1)	10 (+0)	9 (-1)

Damage Resistances fire

Damage Immunities psychic

Condition Immunities charmed, frightened, stunned, unconscious

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

Languages None

Challenge 1/8 (25 XP)

ACTIONS

Tentacles. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 3 (1d4 + 1) bludgeoning damage and the target must make a successful DC 11 Dexterity saving throw or be grappled (escape DC 11).

Strangulation. One creature already grappled by the mandragora at the start of the mandragora's turn takes 4 (1d6 + 1) bludgeoning damage.



TOME OF
HORRORS

Mi-Go

CR9

Medium plant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	21 (+5)	25 (+7)	15 (+2)	13 (+1)

Skills Arcana +10, Deception +7, Medicine +5, Perception +5, Stealth +7

Damage Resistances cold, radiant

Senses blindsight 30 ft., darkvision 240 ft., passive Perception 15

Languages Common, Mi-Go, Void Speech

Challenge 9 (5,000 XP)

Astral Travelers. Mi-go do not require air or heat to survive, only sunlight (and very little of that). They can enter a sporulated form capable of surviving travel through the void and return to consciousness when conditions are right.

Disquieting Technology. The mi-go are a highly advanced race and may carry items of powerful technology. Mi-go technology can be represented using the same rules as magic items, but their functions are very difficult to determine: identify is useless, but an hour of study and a successful DC 19 Arcana check can reveal the purpose and proper functioning of a mi-go item.

Sneak Attack (1/turn). The mi-go does an extra 7 (2d6) damage when it hits with a Claw attack and has advantage on the attack roll, or when the target is within five feet of an ally of the mi-go that isn't incapacitated and the mi-go doesn't have disadvantage on the attack roll.

Spellcasting. The mi-go is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mi-go has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, minor illusion, poison spray, shocking grasp

1st level (4 slots): comprehend languages, detect magic, false life, shield

2nd level (3 slots): invisibility, magic mouth, suggestion

3rd level (3 slots): animate dead, major image, lightning bolt

4th level (3 slots): arcane eye, locate creature, stoneskin

5th level (2 slots): animate objects, dominate person

ACTIONS

Multiattack. The mi-go makes two Claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 13). If both Claw attacks strike the same target in a single turn, the target takes an additional 13 (2d12) psychic damage.



TOME OF
HORRORS

TOME OF HORRORS DECK ONE

- Abrikandilu
- Alu Demon, Alu
- Amaimon
- Baaphel, Grand Duke of Covetous Regent of Belial, Arch Devil
- Basalt Warhound
- Beluiri (The Temptress)
- Blood Mane
- Blood Weird
- Bog Nixie
- Caasimolar, Former President of Hell, Arch Devil
- Cacodemon
- Celestial Paragon
- Charonademon
- Craniform
- Daraka
- Dark Creeper
- Dark Stalker
- Denizen of Ong
- Dokkaebi
- Feng Xianji (Wind Fey)
- Fey Giant Toad
- Filth Fairy
- Flayer
- Fox Demon
- Fyr
- Gallu
- Ghaddar
- Gorson, Blood Duke of Aplistia, Arch Devil
- Gray Nisp
- Green Brain
- Grimstalker
- Hellstoker Devil
- Huangshe'yao
- Hundred-eyed demon
- Hydrodemon
- Ice Mane
- Inphidian
- Mandragora
- Mezzalorn Demon
- Mi-Go
- Modar the Huntress
- Moloch, Arch Devil
- Mus Sorcerer
- Mus Swashbuckler
- Nabasu (Death Stealer Demon)
- Nerizo Demon (Bloodhound Demon)
- N'gathau Warrior
- Niutomi
- Nixie
- Nupperibo Devil
- Nysrock (Cobra Demon)
- Olithagorian Thrall
- Piscodemon
- Quickling
- Sequana Genie
- Shadow Rat
- Shell Folk
- Shrrroth
- Silent Assassin
- Singa
- Skelzi
- Skitterdark
- Smoke Elemental
- Soul Hammer
- Spore Rat
- Spriggan
- Steel Elf
- Stirge Demon
- Stone Maiden
- Stroke Lad
- Stygian Mane
- Styx Mane
- Swarm of Miniature Mermaids
- Teratashia, Demon Princess of Dimensions
- Tormentor Devil
- Vargouille
- Vepar
- Woodwose



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