



TOME OF
HORRORS

BINGUAI

CR8

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	21 (+5)	7 (–2)	10 (+0)	6 (–2)

Saving Throws Con +8, Wis +3, Cha +4

Damage Immunities cold

Senses passive Perception 10

Languages Giant

Challenge 8 (3,900 XP)

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

Morale Boost. Frost giants within 120 feet of a binguai gain a +2 bonus to their attack and damage rolls.

ACTIONS

Multiattack. The binguai makes two Icy Chains attacks.

Icy Chains. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage plus 10 (3d6) cold damage.

Freezing Whirlwind (recharge 5–6). The binguai summons a swirling storm of ice and snow that affects a 20-foot radius. Each creature in the area must make a DC 16 Constitution saving throw. On a failure, a target takes 45 (10d8) Cold damage and is imprisoned in a column of ice. Imprisoned targets are restrained (escape DC 16) and must make DC 16 Constitution saving throws each round or take 3 (1d6) cold damage from the effects of ice and suffocation. The restrained target can escape or be freed by a companion. The ice is Armor Class 12 and has 15 hit points. Once the ice is destroyed, the target can act normally.



TOME OF
HORRORS

BLOODY BONES

CR4

Medium undead, neutral evil

Armor Class 12

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	8 (–1)	12 (+1)	9 (–1)

Saving Throws Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Bloody Regeneration. When the bloody bones doesn't have all of its hit points, it seeps blood from its pores. At the start of its turn if it is seeping blood from its pores, it regains 5 hit points. If the bloody bones takes radiant damage, this trait doesn't function at the start of the bloody bones's next turn. The bloody bones dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Nature. A bloody bones doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The bloody bones makes two Bloody Fist attacks.

Bloody Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) poison damage.

Blood Spray (recharge 5–6). If the bloody bones doesn't have all of its hit points, it sprays blood in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 18 (4d8) poison damage and is poisoned for one minute. On a success, a creature takes half the damage and isn't poisoned.



TOME OF
HORRORS

BOG CORPSE

CR1

Medium undead, chaotic evil

Armor Class 9

Hit Points 26 (4d8 + 8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	8 (–1)	12 (+1)	4 (–3)

Damage Vulnerabilities fire

Damage Resistance piercing and bludgeoning damage from nonmagical attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities exhaustion, frightened, poisoned, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Highly flammable. Bog corpse bodies are often preserved in peat or tar deposits, and their very flesh is imbued with these substances. A bog corpse that suffers fire damage is lit on fire and suffers 3 (1d6) fire damage at the end of its turn. While on fire, a bog corpse inflicts an additional 2 (1d4) fire damage to anyone it hits with its Fist attack, and those who strike the flaming

corpse with a melee attack while within five feet suffer 1 fire damage.

Watery Grave. A creature reduced to 0 hit points by a bog corpse is not dead. Instead, it falls into a coma that lasts until the bog corpse that reduced it to 0 hit points is slain, after which the victim becomes stable as if it had passed three death saves. If a creature in a coma caused by a bog corpse is placed in the sacred bog the corpse guarded, that creature becomes a bog corpse in 1d6 days.

ACTIONS

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., 1 target. **Hit:** 7 (1d8 + 3) bludgeoning damage and the target is marked by the bog corpse. The bog corpse or any other bog corpse from the same sacred bog gains advantage on attack rolls against a marked target. Furthermore, they can detect the presence of a marked creature within 30 feet, and they know the approximate location of the marked creature if it is farther away.



TOME OF
HORRORS

BONE REAPER

CR8

Medium undead, neutral evil

Armor Class 12

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	10 (+0)	8 (−1)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Death Sense. The bone reaper can sense the exact location of any humanoid within 120 feet who has been rendered unconscious from damage or who has died and been raised from the dead within the past 30 days. The bone reaper prefers to attack such targets above all others.

Scared to Death. Any creature within 30 feet that sees a bone reaper must make a DC 16 Constitution saving throw or be paralyzed with fear for one minute. A creature that has been reduced to 0 hit points within the past 30 days has disadvantage on the saving throw. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Even if an opponent succeeds at a saving throw from seeing a bone reaper, he or she must again save upon a successful claw attack. A final save from this renders immunity for the remainder of the encounter.

Turn Back Death. A character able to channel divinity has an advantage on all attacks and saving throws against bone reapers.

ACTIONS

Multiattack. The bone reaper makes two Slam attacks.

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

Hit: 13 (2d8 + 4) slashing damage, and the target is grappled and restrained (escape DC 15), and the bone reaper can't grapple another creature or use its slam attack.



TOME OF
HORRORS

CAT, UNDEAD FERAL

CR¹/₈

Small undead, chaotic evil

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Paralyzing Poison. Every time a creature is clawed by a feral undead cat, the creature must make a DC 10 Constitution saving throw. On the first failed save, the character becomes poisoned; on the second failed save, the character becomes restrained; and on the third failed save, the character becomes paralyzed. Each effect lasts for 1d6 x 10 minutes, and the lengths add together as the character's condition worsens.

ACTIONS

Multiattack. The undead feral cat makes two Claw attacks.

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

Hit: 1 slashing damage and the target must make a successful DC 10 Constitution saving throw or suffer the effect of paralyzing poison (see above).



TOME OF
HORRORS

CORPSESPUN

CR1

Medium undead, neutral

Armor Class 11 plus armor worn

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	3 (−4)	10 (+0)	6 (−2)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages None

Challenge 1 (200 XP)

Spider-Infested. Spiders continually crawl out of corpsespun, swarm over them, and fall to the ground around the undeads' feet. All creatures other than a corpsepinner or other corpsespun that are within five feet of a corpsespun at the end of the corpsespun's turn take 2 (1d4) poison damage from spider bites. This damage is cumulative from multiple adjacent corpsespun.

ATTACKS

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

Hit: 5 (1d6 + 2) slashing damage plus 2 (1d4) poison damage and the target is poisoned. A poisoned creature can make a DC 11 Constitution saving throw at the end of each of its turns; a successful save ends the condition.

Spider Spray (recharge 5–6). All creatures in a 20-foot cone must make a successful DC 11 Dexterity saving throw or take 3 (1d6) piercing damage plus 7 (2d6) poison damage.



TOME OF
HORRORS

CRAWLING HAND

CR¹/₂

Tiny undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	2 (-4)	11 (+0)	7 (-2)

Skills Stealth +2

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, stunned, unconscious

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

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

Challenge 1/2 (100 XP)

Leap. The crawling hand's long jump is up to 10 feet and its high jump is up to five feet, with or without a running start.

ACTIONS

Grab. Melee Weapon Attack: +3 to hit, reach 0 ft., one target.

Hit: The crawling hand attaches to the target. At the beginning of the crawling hand's next turn, the target begins suffocating and cannot cast spells that require verbal components. The target or another creature can use an action to make a DC 13 Strength check to pull the crawling hand off, removing it on a successful check.



TOME OF
HORRORS

TANGAGUMAK

CR2

Large humanoid, lawful neutral

Armor Class 13 (natural armor)

Hit Points 28 (3d10 + 12)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Tangagumak

Challenge 2 (450 XP)

Keen Smell. Tangagumak have advantage on Wisdom (Perception) checks that rely on smell.

Natural Swimmer. Tangagumak have advantage on Strength (Athletics) checks related to swimming.

ACTIONS

Multiattack. The tangagumak makes one Bite and one Claw attack, or one Bite and one Spear attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.



TOME OF
HORRORS

DRAUG

CR1

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR

DEX

CON

INT

WIS

CHA

17 (+3)

10 (+0)

13 (+1)

8 (–1)

10 (+0)

13 (+1)

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.



TOME OF
HORRORS

DRAUG CAPTAIN

CR4

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	8 (−1)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +4

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Innate Spellcasting. A draug captain's spellcasting ability is Charisma (spell save DC 14). The draug can innately cast *fog cloud* three times per day, requiring only verbal components.

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.



TOME OF
HORRORS

DUPPY

CR6

Medium undead, chaotic evil

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	15 (+2)	13 (+1)	15 (+2)	18 (+4)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Incorporeal Movement. The duppy can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the duppy has disadvantage on attack rolls.

ACTIONS

Incorporeal Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the duppy's control, unless the humanoid is restored to life or its body is destroyed. The duppy can have no more than six zombies under its control at one time.

Ravenous Hounds (1/day). The duppy summons forth 1d4 incorporeal hounds (use the **wolf** stat block with the **Incorporeal Movement** trait). The called creatures arrive in 1d4 rounds, acting as allies of the duppy and obeying its spoken commands. The hounds remain for one hour, until the duppy dies, or until the duppy dismisses them as a bonus action.



TOME OF
HORRORS

EGUI

CR3

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 54 (12d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	10 (+0)	16 (+3)	4 (-3)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder

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

Senses darkvision 60 ft., passive Perception 13

Languages any languages it knew in life

Challenge 3 (700 XP)

Aura of Decay. Any foodstuffs within 10 feet of an egui instantly rot and are destroyed. Any food destroyed in this fashion can be consumed by the ghost's Consume action.

Incorporeal Movement. The egui can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Ceaseless Hunger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (3d8 + 1) damage. The target must succeed on a DC 12 Constitution saving throw or it takes a level of exhaustion due to the crippling effects of hunger.

Consume. Egui are driven by their insatiable hunger, but their tiny mouths prevent them from consuming any food that is not spoiled or rotting. If rotting or spoiled food (such as that produced by an egui's Aura of Decay ability) is within 10 feet of an egui, it must immediately move toward that food and consume it, taking an action to do so. While this means that the egui cannot attack while using its Consume action, it also heals the egui of 1d4 points of damage.



TOME OF
HORRORS

EKIMMU

CR5

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	15 (+2)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The ekimmu can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn within a creature or object.

Unnatural Aura. Beasts within a 60-foot radius centered on the ekimmu are disturbed by its presence. All Wisdom (Animal Handling) checks within this zone suffer disadvantage and beasts must succeed at a DC 12 Wisdom saving throw or become frightened of the ekimmu for one minute.

ACTIONS

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

Hit: 16 (4d6 + 2) necrotic damage.

Paralyzing Howl (recharge 5–6). The ekimmu lets loose a horrible howling noise that grips people's souls. All creatures within a 60-foot cube centered on the ekimmu must succeed at a DC 12 Wisdom saving throw or become paralyzed for 1d4 + 1 rounds. Creatures that succeed on their saving throw are immune to that ekimmu's paralyzing howl for 24 hours.

Possession (recharge 6). One creature that the ekimmu can see within five feet must succeed at a DC 12 Wisdom saving throw or become possessed by the ekimmu; the ekimmu then disappears and the target is incapacitated and no longer controls the body. The ekimmu now controls the body but doesn't deprive the target of awareness. The ekimmu can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its own alignment, Intelligence, Wisdom, and Charisma, and immunity to being charmed or frightened. It otherwise uses the possessed creature's statistics, but doesn't have access to the target's knowledge, class features, or proficiencies.

The ekimmu can leave a possessed body at any time. A creature possessed by an ekimmu can be determined by the reddish tint of its eyes. The ekimmu has advantage on any saving throws needed to resist turning while possessed or spells that end its possession attack.



TOME OF
HORRORS

FEAR GUARD

CR4

Medium undead, chaotic evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Con +2, Wis +3

Skills Acrobatics +6, Insight +5, Perception +5, Stealth +6

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages understands all languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Create Spawn. Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.

Sunlight Sensitivity. A fear guard exposed to natural sunlight suffers 7 (2d6) radiant damage per round of exposure and moves at half its normal speed.

Innate Spellcasting. The fear guard's spellcasting ability is Charisma (spell save DC 14). The fear guard can innately cast the following spells, requiring only verbal components:

At will: *darkness*, *ray of enfeeblement*

ACTIONS

Incorporeal Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage and the target loses two points of Wisdom until after it completes a long rest. A creature brought to 0 Wisdom by this attack dies.



TOME OF
HORRORS

GHOLLE

CR8

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	13 (+1)	13 (+1)	17 (+3)

Skills Perception +4, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage made with nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Carriion Stench. Any target other than the gholle that starts its turn within five feet of the gholle must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the target's next turn. On a successful saving throw, the gholle is immune to the Stench of all gholles for one hour.

Create Spawn. Any humanoid creature slain by the gholle rises as a ghoul within 1d6 hours. They are not under the command of the gholle that created them, nor do they retain any abilities or memories they did in life.

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

Paralyzing Gaze. When a creature that can see the gholle's eyes starts its turn within 30 feet of the gholle, the gholle can force it to make a DC 14 Wisdom saving throw if the gholle isn't incapacitated and can see the creature. On a failure, the creature is paralyzed 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 gholle until the start of its next turn, when it can avert its eyes again. If the creature looks at the gholle in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on the gholle are done at disadvantage.

Regeneration. The gholle regains 5 hit points at the start of its turn. The gholle is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

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

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.



TOME OF
HORRORS

GHoul OF KHEMIT

CR3

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage made with nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 3 (700 XP)

Carriion Stench. Any target other than the ghoul of Khemit that starts its turn within five feet of the ghoul of Khemit must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the target's next turn. On a successful saving throw, the ghoul of Khemit is immune to the Stench of all ghouls of Khemit for one hour.

Dreadful Gaze. When a creature that can see the ghoul of Khemit's eyes starts its turn within 30 feet of it, the ghoul of Khemit can force it to make a DC 12 Wisdom saving throw if the ghoul of Khemit isn't incapacitated and can see the creature.

On a failure, the creature is frightened of the ghoul of Khemit 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 ghoul of Khemit until the start of its next turn, when it can avert its eyes again. If the creature looks at the ghoul of Khemit in the meantime, it must immediately attempt the save. While averting its eyes, any attacks on the ghoul of Khemit are done at disadvantage.

ACTIONS

Multiattack. The ghoul of Khemit makes one Bite attack and two Claw attacks.

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

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

Hit: 4 (1d6 + 1) slashing damage and the creature must succeed at a DC 12 Constitution saving throw or suffer from flesh rot. The creature can't regain hit points and loses 5 (1d10) hit points at every moonrise until they recover. Creatures suffering from flesh rot have disadvantage on any Charisma-based checks. A creature may attempt a DC 12 Constitution saving throw following each moonrise to recover from flesh rot, and if they succeed they are no longer affected.



TOME OF
HORRORS

GHUL

CR5

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +6, Stealth +5

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

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Elemental Demise. If the ghul dies, its body disintegrates into a warm, putrid breeze, leaving behind only the equipment the ghul was wearing or carrying.

Genie-kin. Ghuls are undead djinn and are considered genies even though their type is undead.

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

Undead Nature. A ghul doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The ghul makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed 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

GROANING SPIRIT

CR4

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The groaning spirit can magically sense the presence of creatures up to five miles away that are not undead or constructs. It knows the general direction they are in but not their exact locations.

Incorporeal Movement. The groaning spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Deadly Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the groaning spirit 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, with disadvantage if the groaning spirit is within line of sight, 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 groaning spirit's Horrifying Visage for the next 24 hours.

Groan. *If the groaning spirit is not in sunlight, it unleashes a mournful groan. A creature that is not an undead or construct that is within 30 feet of it that hears the groan must make a DC 13 Constitution saving throw. On a failure, the creature drops to 0 hit points. On a success, it takes 10 (3d6) psychic damage.*



TOME OF
HORRORS

GUARDIAN SHADE

CR10

Medium undead, lawful good

Armor Class 20 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Con +7

Skills Insight +10, Intimidation +11, Perception +10

Damage Immunities cold, necrotic, poison

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

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

Senses darkvision 120 ft., passive Perception 20

Languages All languages spoken by host

Challenge 10 (5,900 XP)

Emerge from Host. A guardian shade normally dwells inside its host, but it can emerge as a move. Once it emerges, it can act independently. It can merge with its host as a move.

Incorporeal Movement. The guardian shade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Icy Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) cold damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an equal amount to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



TOME OF
HORRORS

HOAR SPIRIT

CR2

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	10 (+0)	15 (+2)	15 (+2)

Skills Perception +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Glaciate. A creature that touches the hoar spirit or hits it with a melee attack while within five feet of it must succeed on a DC 12 Constitution saving throw or take 10 (3d6) cold damage and be paralyzed by bone-numbing cold 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. If the target's saving throw is a success, it is immune to the paralyzing effect of the hoar spirit's Glaciate for 24 hours.

Heat Sense. The hoar spirit can detect heat (such as that generated by living creatures) within 60 feet, regardless of whether the hoar spirit can see the heat source or not.

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

3/day: *ray of frost*

1/day: *cone of cold*

ACTIONS

Multiattack. The hoar spirit makes two Claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) slashing damage and 10 (3d6) cold damage.



TOME OF
HORRORS

HYAENODON, UNDEAD

CR3

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (–2)	10 (+0)	4 (–3)

Skills Perception +2, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing damage made with nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, but cannot speak

Challenge 3 (700 XP)

Carrion Stench. Any creature other than an undead hyaenodon that starts its turn within five feet of the undead hyaenodon must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the target is immune to the Stench of all undead hyaenodons for one hour.

ACTIONS

Multiattack. The undead hyaenodon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and the creature must succeed on a DC 14 Strength saving throw or become grappled by the hyaenodon (escape DC 14). The undead hyaenodon can grapple only one creature at a time.

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

Shake. The undead hyaenodon shakes a grappled target, inflicting 16 (3d10) slashing damage.



TOME OF
HORRORS

LACEDON

CR1

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Limited Amphibiousness. The lacedon can breathe air and water but begins to suffocate if not submerged in the sea at least once a day for one minute.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

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

Hit: 7 (2d4 + 2) slashing damage. If the target is a creature

other than an elf or undead, it must succeed on a DC 10

Constitution saving throw or be paralyzed 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

MIAN'SHEN (MASKED SPIRIT)

CR6

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 99 (22d8)

Speed 30 ft.

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

Damage Immunities cold, necrotic, poison

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

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

Incorporeal Movement. The masked spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Cold Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) cold damage.

Masks. As a bonus action, a masked spirit can change its visage. Each visage has different traits, as described below.

Mask of Terror. All creatures within a 20-foot radius that can see the spirit must make DC 15 Wisdom saving throws or be frightened for one minute. Frightened creatures can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If the effect ends or expires, the target is immune to the spirit's Mask of Terror for 24 hours.

Mask of the Demon. While wearing this visage, the spirit loses its Cold Touch attack but grows demonic jaws and talons and gains the following actions:

Multiattack. The masked spirit makes one Bite attack and one Talons attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage.

Mask of the Wraith.

While wearing this visage, the spirit loses its Cold Touch attack but gains the following:

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 20 (4d8

+ 2) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mask of Beguilement. The masked spirit appears as a loved one or other trustworthy individual to all who can see it. Any attackers who can see the spirit must make a DC 15 Wisdom saving throw or be stunned for one minute. Stunned creatures can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success. If the effect ends or expires, the target is immune to the spirit's mask of beguilement for 24 hours.

Mask of Fury. The masked spirit gains the following actions.

Multiattack. The Masked Spirit makes three Cold Touch attacks.

Cold Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 19 (5d6 + 2) cold damage.



TOME OF
HORRORS

DON'GUI (ICE WRAITH)

CR5

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (20d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	10 (+0)	9 (–1)	12 (+1)	15 (+2)

Damage Vulnerabilities fire

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder

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

Senses darkvision 60 ft., passive Perception 11

Languages any language it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The ice wraith can move through other creatures and objects as if they were difficult terrain. If it takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Icy Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) cold damage.

Cold Breath (recharge 5–6). The ice wraith exhales cold in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Icy Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) cold damage.



TOME OF
HORRORS

WEREDACTYL

CR2

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft. (human or hybrid form); 10 ft., 50 ft. flying (pterodactyl form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	7 (–2)	10 (+0)	8 (–1)

Damage Immunity bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silver

Senses darkvision 60 ft., passive Perception 10

Languages Common, Skelzi

Challenge 2 (450 XP)

Shapechanger. The weredactyl can use its action to polymorph into a pterodactyl-humanoid hybrid or into a pterodactyl, or back into its true form, which is humanoid. 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 weredactyl makes two melee attacks or two ranged attacks.

Peck (pterodactyl or hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw (hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If two Claw attacks hit the same target on the weredactyl's turn, the target must make a successful DC 12 Dexterity saving throw or be grappled (escape DC 11).

Handaxe (human or hybrid form only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



TOME OF
HORRORS

MURDER BORN

CR5

Tiny undead, chaotic evil

Armor Class 13

Hit Points 90 (20d4 + 40)

Speed fly 40 ft.

STR

DEX

CON

INT

WIS

CHA

6 (–2)

15 (+3)

14 (+2)

14 (+2)

14 (+2)

16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks.

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

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

Incorporeal Movement. The murder born can move through other creatures and objects as if they were difficult terrain. It takes 5 force damage if it ends its turn inside an object.

ACTIONS

Ghostly Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (5d6 + 3) necrotic damage.

Despondent Wail. The murder born screams a high-pitched wail of despair and confused sorrow. All creatures within 30 feet of the murder born that can hear it must succeed on a DC 14 Wisdom saving throw or suffer disadvantage on all attack rolls, ability checks, and saving throws for one minute. A creature who succeeds on a save against a murder born's despondent wail is immune to the effects for one hour.

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



TOME OF
HORRORS

MURDER CROW

CR5

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	2 (−4)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Death Throes. When the murder crow dies, it explodes into a murder of crows. These smaller swarms continue to relentlessly attack all living creatures within sight. Use the statistics for a **swarm of ravens** for the murder of crows.

ACTIONS

Multiattack. The murder crow makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage. If the murder crow hits a target with both Claw attacks in the same turn, the creature must succeed on a DC 15 Dexterity saving throw or be blinded as the murder crow scratches and tears at the target's eyes. The blindness can be removed if a character spends their action to attend to the blinded target and makes a successful DC 15 Wisdom (Medicine) check or by a *lesser restoration* spell.



TOME OF
HORRORS

RED JESTER

CR5

Medium undead, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 67 (15d8)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

15 (+2)

17 (+3)

10 (+0)

15 (+2)

14 (+2)

16 (+3)

Saving Throws Dex +6

Skills Acrobatics +6, Deception +6, Sleight of Hand +6

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common and any two others

Challenge 5 (1,800 XP)

Unassailable Mind. The mind of a red jester is a twisted and dangerous place to peer into. If a living creature targets a red jester with an attack that normally causes psychic damage or tries to use telepathy on a red jester, that creature must make a successful DC 13 Intelligence saving throw or be cursed, with an effect identical to a permanent *confusion* spell. The *confusion* effect can be ended only by magic that lifts the curse.

ACTIONS

Multiattack. A red jester makes two Fist attacks or two Mace attacks. **Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 9 (1d12 + 3) bludgeoning damage.

Jester's Deck. *Ranged Weapon Attack:* +6 to hit, range 20 ft., one creature. **Hit:** The target creature is affected as if it drew a random card from the *deck of many things*. In the hands of anyone but a red jester, the jester's deck acts as a normal, nonmagical deck of playing cards.

+2 Mace of Merriment. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** 14 (2d8 + 5) bludgeoning damage and the target must make a successful DC 14 Wisdom saving throw or be paralyzed with merriment for 1d3 rounds. In the hands of anyone but a red jester, the weapon acts as a +1 mace.

Fear Cackle (1/day). The red jester unleashes a fear-inducing cackle. All creatures within 60 feet that hear the cackle must make a successful DC 14 Wisdom saving throw or be frightened for 2d4 rounds. A frightened creature has a 50% chance of immediately dropping everything it holds in its hands.



TOME OF
HORRORS

GREATER SHADOW

CR8

Medium undead, chaotic evil

Armor Class 13

Hit Points 84 (13d8 + 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	6 (–2)	12 (+1)	8 (–1)

Skills Stealth +6 (+9 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage, and the target's 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. If a non-evil humanoid dies from this attack, a **shadow** rises from the corpse 1d4 rounds later under the greater shadow's command.



TOME OF
HORRORS

SWARM OF UNDEAD BATS

CR¹/₄

Medium swarm of Tiny undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR

DEX

CON

INT

WIS

CHA

5 (–3)

15 (+2)

10 (+0)

2 (–4)

12 (+1)

4 (–3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat.

The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hit points or fewer.



TOME OF
HORRORS

SWARM OF UNDEAD HUMMINGBIRDS

CR2

Medium swarm of Tiny undead, chaotic evil

Armor Class 16

Hit Points 27 (6d8)

Speed 10 ft., fly 60 ft.

STR

DEX

CON

INT

WIS

CHA

1 (–5)

21 (+5)

10 (+0)

1 (–5)

10 (+0)

6 (–2)

Skills Perception +4, Stealth +9

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Pierce. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage. If the target is a creature, the wound bleeds for 1 necrotic damage on each subsequent turn. The wound continues to bleed until it is cured by magical healing.



TOME OF
HORRORS

SWARM OF UNDEAD RATS

CR¹/₄

Medium swarm of Tiny undead, chaotic evil

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

9 (–1)

11 (+0)

9 (–1)

2 (–4)

10 (+0)

3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



TOME OF
HORRORS

SHADOW WOLF

CR1

Medium undead, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	14 (+2)	6 (–2)	10 (+0)	8 (–1)

Skills Stealth +6

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow wolf can take the Hide action as a bonus action. Its stealth bonus is also improved to +8.

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

ACTIONS

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If the target is a creature, it must also succeed on a DC 12 Strength saving throw or be knocked prone.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Bay (recharge 5–6). The shadow wolf lets out a fearful howl. All creatures within 40 feet who hear it must succeed on a DC 12 Wisdom saving throw or become frightened for one minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TOME OF
HORRORS

AQUEOUS ZOMBIE

CR¹/₂

Medium undead, neutral evil

Armor Class 9

Hit Points 30 (4d8 + 12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The aqueous zombie makes two Slam attacks.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.

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

Salt Spray (recharge 5–6). The aqueous zombie ejects a salt spray in a 10-foot line that is five feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage, or half as much damage on a successful one.



TOME OF
HORRORS

BRAMBLE ZOMBIE

CR12

Medium undead, neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d8 + 126)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	24 (+7)	5 (–3)	10 (+0)	2 (–4)

Saving Throws Str +10, Con +11

Damage Vulnerabilities bludgeoning

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses tremorsense 120 ft., passive Perception 10

Languages —

Challenge 12 (8,400)

Loyal to the Bramble. A bramble zombie is incapable of actions contrary to the well-being of the bramble that created it. It will die before causing harm or allowing harm to befall its bramble.

Temporary. Bramble zombies decay much more quickly than ordinary corpses. After a year of service, they crumble to a soil-like dust. If at all possible, bramble zombies make sure to crumble near the roots of their bramble, to nourish it with their remains. Bramble zombies also die if their bramble dies.

ACTIONS

Multiattack. The bramble zombie makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage + 3d6 poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage plus 5 (2d4) poison damage.



TOME OF
HORRORS

CARCHARODON ZOMBIE

CR18

Gargantuan undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 332 (19d20 + 133)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	24 (+7)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 6

Languages —

Challenge 18 (20,000 XP)

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

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

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

ACTIONS

Multiattack. The carcharodon zombie makes two Bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.



TOME OF
HORRORS

GOBLIN ZOMBIE

CR¹/₄

Small undead, neutral evil

Armor Class 11 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 15 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1)

10 (+0)

12 (+1)

3 (−4)

6 (−2)

5 (−3)

Saves Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages can't speak but understands the languages it knew in life

Challenge 1/4 (50 XP)

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

ACTIONS

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



TOME OF
HORRORS

GUG ZOMBIE

CR10

Large undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	11 (+0)	16 (+3)	11 (+0)

Saving Throws Wis +7

Skills Athletics +11, Acrobatics +12, Perception +7, Stealth +8, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Undercommon but can't speak

Challenge 10 (5,900 XP)

Compression. A gug can contort and distend its bodies in unnatural ways, allowing them to fit through any space large enough for a Small creature to fit without squeezing, and can move through any space large enough for a Tiny creature, but moves at a speed of five feet while doing so.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 24 (6d6 + 3) slashing damage.



TOME OF
HORRORS

JUJU ZOMBIE

CR3

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	4 (-3)	10 (+0)	14 (+2)

Skills Acrobatics +7, Athletics +9

Damage Resistances fire

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The juju zombie makes two Longsword attacks, or one Longsword attack and one Slam attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



TOME OF
HORRORS

MUMMY ZOMBIE

CR2

Medium undead, chaotic evil

Armor Class 11

Hit Points 17 (2d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	13 (+1)	2 (−4)	2 (−4)	2 (−4)

Damage Vulnerabilities fire

Damage Resistances cold

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 6

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The mummy zombie makes two Claw attacks.

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

Hit: 9 (1d6 + 5) slashing damage plus 7 (2d6) necrotic damage.



TOME OF
HORRORS

OTYUGH ZOMBIE

CR5

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (–2)	13 (+1)	6 (–2)

Saving Throws Con +7, Wis +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The otyugh zombie makes one Bite attack and two Tentacle or Tentacle Slam attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. For every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh zombie slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



TOME OF
HORRORS

POISONOUS SNAKE ZOMBIE

CR¹/₈

Tiny undead, neutral evil

Armor Class 10 (natural armor)

Hit Points 5 (1d4 + 3)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	10 (+0)	16 (+3)	1 (−5)	6 (−2)	3 (−4)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the victim must make a DC 13 Constitution saving throw, taking 9 (2d8) points of poison damage on a failed save, or half as much on a successful save. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.



TOME OF
HORRORS

SPHINX ZOMBIE

CR5

Large undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (−2)	20 (+5)	3 (−4)	10 (+0)	5 (−3)

Saving Throws Wis +3

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The zombie makes two Claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. ***Hit:*** 17 (2d10 + 6) slashing damage.



TOME OF
HORRORS

BUXIU IMMORTAL GUARD

CR6

Medium construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities necrotic, poison, psychic

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Necrotic Aura. The immortal guard are infused with their creator's undead energy. Any living creature that enters or starts its turn within five feet of an immortal guard must make a DC 12 Constitution saving throw or take 7 (2d6) necrotic damage.

Turned as Undead. Although the immortal guard are technically constructs, they are still somewhat vulnerable to the same things as undead. Clerics using their Channel Divinity ability can turn immortal guard as if they are undead.

ACTIONS

Multiattack. The immortal guard makes two Sword attacks.

Sword. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 15 (2d10 + 4) slashing damage.



TOME OF
HORRORS

GOLEM, MITHRAL

CR22

Large construct, unaligned

Armor Class 22 (natural armor)

Hit Points 315 (30d10 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (–1)	20 (+5)	3 (–4)	10 (+0)	1 (–5)

Damage Resistances fire, lightning, radiant

Damage Immunities force, poison, psychic, bludgeoning, piercing, and slashing damage from nonmagical attacks that are not adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 22 (41,000 XP)

Force Absorption. When the mithral golem is subjected to force damage, it takes no damage but instead regains a number of hit points equal to the force damage dealt.

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

Magic Resistance. The mithral golem has advantage on saving throws to resist spells or magical effects.

Magic Weapons. The mithral golem's weapon attacks are magical.

Reflection. When the mithral golem suffers fire, lightning, or radiant damage, half of the damage it receives is reflected back at the source of the damage. If the source of the damage succeeds at a DC 19 Dexterity save, it may halve the damage reflected back at it.

Furthermore, when the mithral golem suffers fire, lightning, or radiant damage, it immediately recharges its Breath of Light and Pain. It may then use its reaction to use it.

Gaze attacks that target the mithral golem, or that the mithral golem might be subject to, react as if the gaze attack was made at a mirror.

ACTIONS

Multiattack. The mithral golem makes two Fist attacks.

Fist. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 24 (3d10 + 8) bludgeoning damage.

Breath of Light and Pain (recharge 5–6). The mithral golem breathes a cone of energy 25 feet long that originates from its head. This energy may be fire, lightning, or radiant. All creatures caught within the cone must make a DC 19 Dexterity save, taking 44 (8d10) damage of that type, or half as much with a successful save.



TOME OF
HORRORS

GOLEM, SHEDU

CR12

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d12 +100)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	20 (+5)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities poison, psychic, bludgeoning, piercing, and slashing damage from nonmagical attacks that are not adamantine

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

Senses darkvision 60 ft., truesight 120 ft., passive Perception 10

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

Challenge 12 (8,400 XP)

Fear Aura. Any creature that beings its turn within 30 feet of the shedu golem must succeed at a DC 16 Wisdom saving throw or become frightened of the shedu golem until it ends its turn more than 30 feet away from the golem. If a creature succeeds on this saving throw, it is immune to the shedu golem's fear aura for 24 hours.

Immutable Form. The shedu golem is immune to any spell of effect that would alter its form.

Magic Resistance. The shedu golem has advantage on saving throws to resist spells or magical effects.

Magic Weapons. The shedu golem's weapon attacks are magical.

ACTIONS

Multiattack. The shedu golem makes two Stomp attacks or one Stomp attack and Trampling Charge.

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

Hit: 19 (3d8 + 6) bludgeoning damage.

Smite (recharge 5–6). The shedu golem unleashes a 30-foot cone of radiant energy from its chest. Any creature caught in this cone must make a DC 16 Dexterity saving throw, taking 22 (4d10) radiant damage on a failure or half as much damage with a successful save.

Trampling Charge. The shedu golem moves up to its full speed toward a creature, ignoring attacks of opportunity along the way. Any creature that the golem passes through or over must make a DC 16 Dexterity saving throw, taking 19 (3d8 + 6) bludgeoning damage and being knocked prone on a failure, or taking half damage and not being knocked prone on a success. The shedu golem then immediately makes a Stomp attack on the targeted creature.



TOME OF
HORRORS

LESSER FLESH GOLEM

CR3

Medium construct, neutral

Armor Class 9

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

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

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Berserk. When a lesser flesh golem starts its turn with 26 or fewer hit points, roll 1d6. If the result is a 1, the golem goes berserk and attacks the nearest living creature it can reach. The construct's creator can regain control over the golem if the creator is within 60 feet by using an action and making a successful DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 26 hit points or fewer, the golem might go berserk again.

Fear of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.

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

ACTIONS

Multiattack. The lesser flesh golem makes two Slam attacks.

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

Hit: 10 (2d6 + 3) bludgeoning damage.



TOME OF
HORRORS

PEWTER KNIGHT

CR1

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

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

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

Languages —

Challenge 1 (200 XP)

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

False Appearance. While the construct remains motionless, it is indistinguishable from a normal giant-sized spice shaker.

ACTIONS

Multiattack. The pewter knight makes two Slam attacks.

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

Hit: 5 (1d6 + 2) bludgeoning damage.

Spice Cloud (recharge 5–6). The construct exhales a cloud of spices in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be incapacitated for one minute as they inhale a large amount of salt, pepper, sugar, or cinnamon (depending on the contents housed within the pewter knight). An incapacitated creature can attempt the saving throw at the end of its turn, ending the effect on itself on a success. The area of the cone is lightly obscured for one minute or until a strong wind disperses it.



TOME OF
HORRORS

SEPULCHRAL GUARDIAN

CR3

Medium construct, unaligned

Armor Class 14 (scale mail)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	5 (-3)	11 (+0)	12 (+1)

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing damage from attacks that are not adamantite

Damage Immunities cold, fire, necrotic, poison, psychic

Condition Immunities charmed, diseased, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages None

Challenge 3 (700 XP)

Crypt Fatigue. A creature infected with crypt fatigue gains one level of exhaustion immediately and gains another level every time it fails the DC 12 Constitution saving throw after taking damage from a sepulchral guardian. An infected creature must make a DC 12

saving throw at the end of every long rest; with a successful save, it recovers from one level of exhaustion, but with a failed save, it gains one level of exhaustion. The disease is cured when the victim no longer has any levels of exhaustion.

Dread. Living creatures with line of sight to one or more sepulchral guardians and within 50 feet of them must make a successful DC 11 Wisdom saving throw or be frightened for 2d4 rounds. A successful save renders the target immune to any guardian's dread for 24 hours.

ACTIONS

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. **Hit:** 8 (1d10 + 3) slashing damage and the target must make a DC 12 Constitution saving throw or be infected with crypt fatigue (see above).



TOME OF
HORRORS

SWARM OF ADAMANTINE WASPS

CR11

Large swarm of Tiny constructs, unaligned

Armor Class 18 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	3 (−4)	8 (−1)	1 (−5)

Saving Throws Dex +7, Con +8

Skills Perception +3, Stealth +7

Damage Resistances bludgeoning, fire, piercing, slashing

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

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 11 (7,200 XP)

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

ACTIONS

Multiattack. The swarm makes two Icy Stingers attacks.

Icy Stingers. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 17 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the target gains a level of cold-based exhaustion.



TOME OF
HORRORS

SWARM OF BLADECOINS

CR5

Large swarm of Tiny constructs, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 5 ft., fly 30 ft.

STR

DEX

CON

INT

WIS

CHA

10 (+0)

15 (+2)

14 (+2)

3 (–4)

8 (–1)

1 (–5)

Skills Stealth +8

Damage Resistances acid, bludgeoning, piercing, slashing

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

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

Distraction. A creature that starts its turn in the swarm's space must succeed on a DC 14 Dexterity saving throw or be blinded and deafened until the start of its next turn.

ACTIONS

Multiattack. The swarm makes two Slash attacks.

Slashes. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half its hit points or fewer, and 4 (1d8) slashing damage at the end of its next turn.



TOME OF
HORRORS

SWARM OF EYE SPIDERS

CR3

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (10d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	1 (–5)	9 (–1)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing

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

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 3 (700 XP)

Distraction. Any living creature that begins its turn with the swarm in its space must succeed on a DC 14 Constitution save or be frightened for one round.

Swarm. The swarm can occupy one or more other creatures' spaces and vice versa, and the swarm can move through an opening large enough for a Tiny eye spider. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 0 ft., one creature in the swarm's space. **Hit:** 4 (1d8) bludgeoning damage or 2 (1d4) bludgeoning damage if the swarm has half its starting hit points or fewer.

BONUS ACTIONS

Mind Ruin. The swarm flashes and pulsates. Any creature caught within its space when it does so has its mind suddenly filled with thousands of tangled visual images composed of text, passages, and secrets that the eyes of the swarm have seen over the centuries. The creature must succeed on a DC 14 Wisdom saving throw or be confused, as if by a *confusion* spell. If the target fails three consecutive saving throws, the condition is permanent until cured by *greater restoration* or other magic.



TOME OF
HORRORS

BLOOD ORCHID

CR5

Large aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Stealth +4

Damage Resistances acid, cold, lightning, fire

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 5 (1,800 XP)

Hyper-Awareness. A blood orchid cannot be surprised.

Telepathic Bond. Blood orchids have a telepathic link to other blood orchids that are within 120 feet.

ACTIONS

Multiattack. The blood orchid uses Blood Drain and makes up to three Tentacle attacks.

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

Hit: 11 (2d8 + 2) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. The target is also grappled (escape DC 11). While grappled this way, the creature is restrained. Until the grapple ends, the blood orchid can't use this tentacle on another target. The blood orchid has three tentacles with which it can attack.

Blood Drain. The blood orchid feeds on a creature it is grappling. The creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by 5 (1d10). This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



TOME OF
HORRORS

BONE COBBLER

CR2

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	8 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, Undercommon

Challenge 2 (450 XP)

Bonestripping. A bone cobbler can strip the flesh from the corpse of a Medium creature in three minutes using its claws and hammers. For each size category larger or smaller than Medium a corpse is, add or subtract one minute. Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its sculptures. A creature slain in this manner can be brought back to life only by a *wish* or *resurrection* spell.

ACTIONS

Multiattack. The bone cobbler makes two melee attacks.

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

Hit: 4 (1d4 + 2) slashing damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Animate Bones (1/day). A bone cobbler animates up to five skeletal statues within 30 feet of itself. These creatures use the stat block of **skeletons**, though their forms and structures do not need to resemble humanoids or anything remotely humanoid. The skeletal statues remain animated until destroyed, until the bone cobbler wills them back into statues, or for 24 hours.



TOME OF
HORRORS

BONESUCKER

CR4

Large aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +8, Perception +5, Stealth +3

Senses darkvision 90 ft., passive Perception 15

Languages Aklo

Challenge 4 (1,100 XP)

All Around Vision. A bonesucker sees in all directions at once. It cannot be flanked.

Liquify Bones. If a target is grappled by the bonesucker at the start of the bonesucker's turn, as a bonus action, the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength score to zero. Otherwise, the reduction lasts until the target finishes a long rest or *lesser restoration* or better is used on the target.

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

ACTIONS

Multiattack. The bonesucker makes four Tentacles attacks.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 14 (4d4 + 4) bludgeoning damage. The target is grappled (escape DC 14) if the bonesucker isn't already grappling a creature, and the target is restrained until the grapple ends.



TOME OF
HORRORS

CEREBRAL STALKER

CR5

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., burrow 20 ft.

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

Skills Perception +8

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

Languages believed to understand Common and possibly others, but never speaks

Challenge 5 (1,800 XP)

Consume Brain. Once it has its victim underground, the cerebral stalker begins gnawing on the victim's head, rapidly chewing through bone and tissue, dealing 13 (2d8 + 4) piercing damage each round. When the victim dies, the cerebral stalker reaches the victim's brain, which it promptly devours. A victim slain in this manner reanimates in 1d4 rounds as a zombie. Typically, the cerebral stalker "tosses" them back up to the surface of the ground so their traveling companions can witness the reanimation and deal with their newly undead friend. Zombies created in this manner are under no one's control.

Earth Glide. A cerebral stalker can glide through any sort of natural earth or stone as easily as a fish swims through water. Its gliding leaves no sign of its passage or hint of its presence to creatures that don't possess tremorsense. It can bring cocooned victims along with it, but they have no special capacity for breathing while underground. Getting into the ground, however, is not as easy for the cerebral stalker as moving underground. It must spend four moves on four rounds (no dashing) melding into the ground. On the first round, the creature sinks to its knees; on the second round, to its waist; on the third round, to its neck; and on the fourth round, the stalker and any creature it has cocooned disappear

completely underground. Melding into the ground does not provoke an opportunity attack. If the cerebral stalker is grappled while sinking into the ground, it must win a Strength contest against its grapplers to sink farther that round. *Dispel magic* or a similar spell cast on a sinking cerebral stalker paralyzes it the same as a *hold monster* spell. The spot where the cerebral stalker sank radiates magic for one hour.

ACTIONS

Multiattack. The cerebral stalker makes one Bite and two Claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 8 (1d10 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) slashing damage and the target is grappled and restrained (escape DC 14).

Cocoon (3/day). A cerebral stalker cocoons a grappled foe with sticky webbing. The webs completely encase the victim, excluding the top of the victim's head, its eyes, and its nose. The cocooned victim is restrained and anchored by the webs to the cerebral stalker's body. The cocooned creature can, as an action, attempt to break free with a successful DC 20 Strength (Athletics) check or Dexterity (Acrobatics) check. The webbing can be cut open enough for a trapped character to escape with 8 slashing damage against Armor Class 10.

Gaze. One creature that can see the cerebral stalker must make a successful DC 14 Wisdom saving throw or become frightened for 1d4 rounds.



TOME OF
HORRORS

CRAWLING OFFSPRING

CR1

Small aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 +6)

Speed 20 ft.

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

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Mutation. Each crawling offspring is different in form and shape. These blobs of horror have a special ability from the following list:

1d6 Ability

- 1 **Acidic spit (recharge 5–6).** As an action, the crawling offspring can spit a cone of acid 15 feet long. Any creature caught in this cone must make a DC 12 Dexterity saving throw, taking 9 (2d8) acid damage on a failure or half as much damage on a success save.
- 2 **Necrotic touch.** The crawling offspring's pseudopod attack inflicts an additional 3 (1d6) necrotic damage.
- 3 **Clawed tentacle.** The crawling offspring gains a Clawed Tentacle attack and may multiattack, making one Clawed Tentacle and one Pseudopod attack. The Clawed Tentacle attack is +5 to hit, reach 10 ft., one target, *Hit*: 6 (1d6 + 3) slashing damage.
- 4 **Wings.** The crawling offspring gains flight 30 ft.
- 5 **Rubbery, oily skin.** The crawling offspring gains resistance to bludgeoning, piercing, and slashing attacks from nonmagical attacks, and vulnerability to fire damage.
- 6 **No mutation *Regeneration*.** The crawling offspring regains 5 hit points as long as it starts its turn with 1 hit point.

ACTIONS

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 4 (1d2 + 3) bludgeoning damage.



TOME OF
HORRORS

Gargantuan aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	22 (+6)	25 (+7)	25 (+7)	21 (+5)	27 (+8)

Saving Throws Dex +13, Con +14, Int +14, Wis +12, Cha +15

Skills Arcana +14, Deception +15, History +14, Insight +12, Perception +12, Religion +14, Stealth +13

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 22

Languages Abyssal, Common

Challenge 22 (41,000 XP)

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

Legendary Resistance (3/day). If the ha-naga fails a saving throw, it can choose to succeed instead.

Chameleon Skin. The ha-naga has advantage on Dexterity (Stealth) checks made to hide.

Innate Spellcasting. The ha-naga's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, and it needs only verbal components to cast its spells:

At will: *charm person*, *detect thoughts*, *suggestion*

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

Spellcasting. The ha-naga is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *fog cloud*, *magic missile*

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

3rd level (3 slots): *lightning bolt*, *stinking cloud*

4th level (3 slots): *confusion*, *polymorph*

5th level (3 slots): *cloudkill*, *telekinesis*

6th level (2 slots): *circle of death*

7th level (2 slots): *teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *meteor swarm*

ACTIONS

Multiattack. The ha-naga makes one Constrict attack and one Sting attack.

Constrict. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 22 (4d6 + 8) bludgeoning damage and the target is grappled (escape DC 23). Until this grapple ends, the creature is restrained, and the ha-naga can't constrict another target.

Sting. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 21 (3d8 + 8) piercing damage, and the target must make a DC 23 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The ha-naga 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. The ha-naga regains spent legendary actions at the start of its turn.

Constrict. The ha-naga makes one Constrict attack.

Sting. The ha-naga makes one Sting attack.

Move. The ha-naga moves up to its speed without provoking attacks of opportunity.



TOME OF
HORRORS

HORROR FROM BELOW

CR10

Large aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR

DEX

CON

INT

WIS

CHA

18 (+4)

10 (+0)

18 (+4)

9 (-1)

12 (+1)

4 (-3)

Damage Immunities acid, cold, fire, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

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

Senses blindsight 60 ft., passive Perception 11

Languages Horrors from below communicate in a form of high-pitched piping, clicking, and chirping that is incomprehensible to all other creatures.

Challenge 12 (8,400 XP)

Dimensional Instability.

Anchored to a different reality, a horror shifts and wavers as if affected by a *blur* spell. Attacks against the horror are at disadvantage. Attacks are immune to this effect if they do not rely on sight, as with blindsight, or can see through illusion such as truesight. When slain, a horror dissolves into noxious, foul-smelling slime, and the slime itself vanishes utterly within an hour.

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

Tunnel. The horror can move through solid rock at its burrow speed, leaving a cylindrical tunnel behind.

ACTIONS

Multiattack. The horror from below makes four Pseudopod attacks. It cannot attack with pseudopods

that are grappling targets, but each pseudopod with a grappled target Drain its target.

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

Hit: 18 (4d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained and the horror cannot make another attack with that pseudopod.

Bloat. If the horror drains 100 hit points or more from its targets, it bloats to Huge size. When huge, its Armor Class is reduced to 12 and its Speed to 20. It cannot burrow, and while it can continue to inflict damage with its drain attacks, it cannot add any more temporary hit points.

Drain. The horror can drain blood and vital fluids from any living creature grappled by one of its pseudopods. The target must make a DC 16 Constitution saving throw or take 17 (2d6 + 4) points of necrotic damage and have its maximum hit points reduced by the same amount. On a successful save, the target takes half damage and its maximum hit points is not reduced. The reduction lasts until the target takes a long rest. The target is reduced to a mummified husk and dies if its maximum hit points is reduced to 0. The horror adds half of any hit points drained as temporary hit points. This can exceed its normal maximum hit points but cannot exceed 100 temporary hit points drained (see Bloat ability).



TOME OF
HORRORS

SHINING CHILD

CR22

Medium aberration, chaotic evil

Armor Class 18

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	15 (+2)	11 (+0)	20 (+5)

Skills Arcana +10, Nature +6, Religion +6, Perception +4

Damage Resistances cold, thunder

Damage Immunities fire, poison, radiant

Condition Immunities blinded, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. The shining child's innate spellcasting ability is Charisma (spell save DC 17). It can cast the following spells without material components:

At will: *light*, *major image*

3/day each: *daylight*, *dispel magic*, *mirage arcana*

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

Radiant Armor. The Armor Class of the shining child includes its Charisma bonus.

Radiance. The shining child sheds bright light out to 10 feet, with dim light for an additional 10 feet. Dexterity (Stealth) checks made in this area automatically fail.

ACTIONS

Multiattack. The shining child uses its Blinding Light ability and makes one Burning Touch or Searing Ray attack.

Blinding Light. The shining child shines with blinding light in a 60-foot radius, with an additional 60 feet of dim light beyond. Any creature who can see the shining child must make a DC 17 Constitution saving throw. On a failed save, the creature is blinded

for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If, after one minute, an affected creature has not ended the blinded condition on itself through either succeeding on the saving throw or using magic, it is permanently blinded.

A creature can use its reaction to shield its eyes by making a DC 17 Dexterity saving throw. If successful, they are blinded until the start of their next turn but do not have to make the Constitution saving throw to avoid blindness as above. On a failed Dexterity save, they must immediately make the Constitution saving throw.

Burning Touch. Melee Spell Attack: +9 to hit, reach 5 ft., one target. **Hit:** 19 (4d6 + 5) radiant damage plus 19 (4d6 + 5) fire damage and must make a DC 17 Constitution saving throw. On a failure, the target begins to radiate, shedding bright light in a 60-foot radius centered on it. A successful saving throw negates this effect.

While under this effect, the target automatically fails Dexterity (Stealth) checks. The target can repeat the saving throw at the end of each of its turns, taking an additional 14 (4d6) fire damage on a failure or ending the effect on itself on a success.

The Burning Touch effect can be extinguished by magical darkness, a *greater restoration*, or a *heal* spell.

Searing Ray. Ranged Spell Attack: +9 to hit, range 120/300 ft., one target. **Hit:** 42 (12d6) radiant damage or 63 (18d6) radiant damage if the target is undead.



TOME OF
HORRORS

SILAAL

CR10

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft.

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

Skills Arcana +8, Deception +8, Insight +8, Intimidation +8, Investigation +8, Medicine +8, Survival +8

Damage Resistances cold, fire

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages understands Aklo, Common, but can't speak; telepathy 120 ft.

Challenge 10 (5,900 XP)

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

At will: *cure wounds*, *detect thoughts*, *see invisibility*

3/day each: *fear*, *wall of fire*

1/day each: *blade barrier*, *dominate person*, *revivify*

ACTIONS

Multiattack. The silaal makes two Kukri attacks.

Kukri. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature that isn't an undead or construct and it isn't already bleeding profusely, the target must make a DC 15 Constitution saving throw. On a failed saving throw, the target begins bleeding profusely. At the beginning of each of its turns, the target's maximum hit points are reduced by 18 (4d8). The target continues to bleed profusely until the target's maximum hit points reach 0 and it dies. The target can repeat the saving throw at the end of each of its turns, or the target or another creature can use its action to make a DC 15 Wisdom (Medicine) check to staunch the bleeding, ending the effect on a success. Lost hit points return when the target takes a long rest.



TOME OF
HORRORS

ALGOID

CR3

Medium plant, neutral

Armor Class 14

Hit Points 52 (7d8 + 21)

Speed 20 ft.

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

Saving Throws Con +5

Skills Stealth +4

Damage Resistance slashing and piercing damage from nonmagical attacks

Damage Immunities lightning, fire damage

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 10

Languages Common (understands but can't speak)

Challenge 3 (700 XP)

Animate Trees. An alloid can innately cast the *animate objects* spell at will, requiring no components. Each casting animates two trees, which are all the alloid can control at a time. A newly animated tree takes one full round to uproot itself. Once free, trees act on the alloid's turn.

Vulnerability to Water Magic. *Control water* and *create/destroy water* spells deal 3d6 piercing damage to an alloid

Water Camouflage. An alloid has advantage on Dexterity (Stealth) checks when it has any type of standing water to blend into.

ACTIONS

Multiattack. The alloid makes two Slam attacks.

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

Hit: 8 (1d8 + 4) bludgeoning damage. If an alloid scores a critical hit with this attack, the target must make a successful DC 14 Con saving throw or be stunned. The stunned creature can repeat the saving throw at the end of each of its turns; the condition ends on a successful save.

Mind Blast. Each creature in a 60-foot cone must make a successful DC 13 Intelligence saving throw or be stunned for 3d4 rounds.



TOME OF
HORRORS

FUNGUS BAT

CR¹/₂

Medium plant (fungus), unaligned

Armor Class 11 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities psychic

Condition Immunities frightened, prone, stunned, unconscious

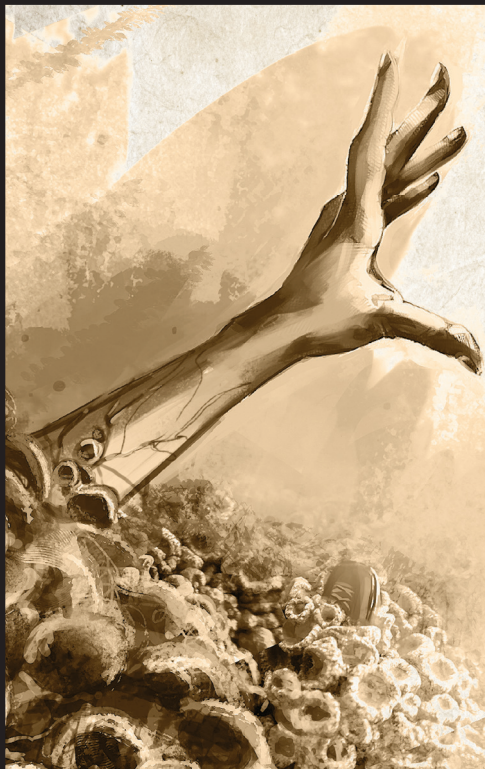
Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and target must make a DC 13 Constitution saving throw or be poisoned. If the target fails the saving throw, it immediately suffers the effects of the fungus bat's poison, losing the use of its legs and falling prone for one minute (as if restrained and knocked prone). The target can repeat the saving throw on each of its turns, ending the effect on a success.



TOME OF
HORRORS

FUNGAL CREEPER

CR¹/₂

Small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 10 ft.

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

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

Languages —

Challenge 1/2 (100 XP)

Amorphous. The fungal creeper can move through an opening as small as one inch without squeezing and can occupy another creature's square.

ACTIONS

Mycelial Bite. *Melee Weapon Attack:* +3 to hit against one target in its square. *Hit:* 4 (1d6 + 1) piercing damage. If the fungal creeper rolls a 19 or 20 to hit, it attaches to its target. The target loses 1d4 hit points at the beginning of each of its turns. A creature may use an action to attempt a DC 13 Strength check to remove the fungal creeper from its target.



TOME OF
HORRORS

JUPITER BLOODSUCKER

CR1

Medium plant, unaligned

Armor Class 8 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 5 ft.

STR

DEX

CON

INT

WIS

CHA

12 (+1)

5 (-3)

14 (+2)

1 (-5)

10 (+0)

10 (+0)

Saving Throws Con +4

Skills Athletics +3

Damage Vulnerabilities fire

Damage Immunities psychic

Condition Immunities charmed, frightened, stunned, unconscious

Senses tremorsense 60 ft., passive Perception 10

Languages None

Challenge 1 (200 XP)

ACTIONS

Multiattack. A Jupiter bloodsucker makes five melee attacks.

Vine. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.

Hit: 5 (1d8 + 1) piercing damage and the target is grappled (escape DC 12). A Jupiter bloodsucker can have no more than five creatures grappled at one time.

Smother. One creature grappled by the Jupiter bloodsucker must make a successful DC 11 Constitution saving throw or begin suffocating. Suffocation continues for as long as the creature is grappled by the Jupiter bloodsucker.



TOME OF
HORRORS

SHROOM

CR4

Small plant (fungus), chaotic evil

Armor Class 12

Hit Points 49 (11d6 + 11)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	12 (+1)	19 (+4)	16 (+3)	15 (+2)

Skills Arcana +6, Nature +6, Medicine +5, Perception +5, Persuasion +4

Damage Resistances

bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened, stunned, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep

Speech, Sylvan, Undercommon

Challenge 4 (1,100 XP)

Animate Plants (1/day). The shroom can use its action to magically animate plants within 50 feet of itself. The effect is identical to the animate objects spells, but only live plants can be animated. The effect lasts for 24 hours.

Awaken Plants (2/month). The shroom can magically awaken one plant it touches. The effect is identical to the awaken spell, but affects only live plants.

Spellcasting. The shroom is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, ray of frost

1st level (4 slots): charm person, detect magic, magic missile, sleep

2nd level (3 slots): invisibility, web

3rd level (2 slots): blink, lightning bolt

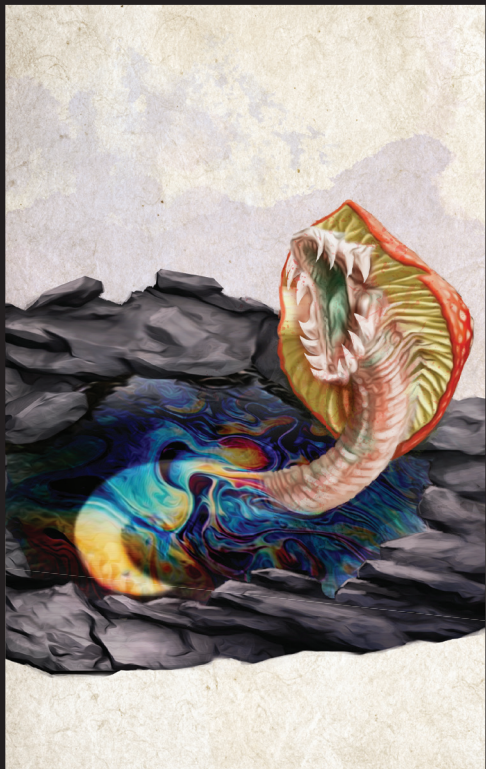
Toxic Flesh. Any creature that tastes the flesh of a shroom must make a DC 13 Constitution saving throw or be overwhelmed by the deliciousness of the shroom, proceeding to gorge on the shroom flesh until it cannot keep any more down or until someone stops them. An hour after consuming even the smallest morsel of shroom flesh, the eater's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way (as if affected by feeblemind). The creature can, however, identify its friends, follow them, and even protect them. A successful saving throw indicates the eater is unaffected by the toxins in the shroom's flesh.

At the end of every 30 days, the creature can repeat its saving throw against these effects. If it succeeds on its saving throw, the effects end. The effects can also be ended by greater restoration, heal, or wish.

ACTIONS

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

Psychic Thrashing. Ranged Spell Attack: +6 to hit, range 100 ft., one target. **Hit:** 15 (2d10 + 4) psychic damage, and the target must succeed on a DC 14 Intelligence saving throw or be stunned until the end of its next turn.



TOME OF
HORRORS

FUNGUS WEIRD

CR3

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

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

Skills Perception +5, Stealth +5

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

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

Camouflage. The fungus weird has advantage on Dexterity (Stealth) checks it makes while in its pool.

Fungus Bound. A fungus weird's "pool" is not a pool at all, but an entanglement of leaves, branches, mosses, fungi, and plants. The fungus weird dies if it leaves this area or if the area is destroyed.

A creature that enters the fungus weird's pool must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants. A creature restrained by the plants can use its action to make a DC 13 Strength check, freeing itself on a success.

Rejuvenation. A destroyed fungus weird reforms in 24 hours if its pool is still intact, regaining all its hit points and becoming active again.

Surprise Attack. If the fungus weird surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 16 (3d8 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the fungus weird can't grapple another target.

Sleep Spores. The fungus weird ejects spores at one creature it can see within five feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. The poisoned creature is incapacitated as it slumbers. 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

WITCH TREE

CR8

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	7 (-2)	12 (+1)	16 (+3)

Skills Perception +4

Damage Vulnerabilities fire

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

Damage Immunities acid

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Abyssal, Common, Goblin, Sylvan

Challenge 8 (3,900 XP)

False Appearance. As long as the witch tree remains motionless, it is indistinguishable from a normal willow tree.

Innate Spellcasting. The witch tree's innate spellcasting ability is Constitution (spell save DC 14). It can cast the following spells, requiring no material components:

5/day: *enthrall*

1/day: *dominate monster*

Tendrils. The witch tree's tendrils can be cut, have an Armor Class of 15, 10 hit points, immunity to poison and psychic damage, and the witch tree's damage vulnerabilities, resistances, and other immunities. Cutting a creature free of the tendrils deals no damage to the witch tree. The tendrils can also be broken if a creature takes an action and succeeds on a DC 17 Strength check.

ACTIONS

Multiattack. The witch tree uses its Constrict ability and makes four Tendril attacks.

Tendril. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. **Hit:** 15 (3d6 + 5) bludgeoning damage and the target is grappled (escape DC 16). A grappled creature is restrained.

Constrict. All grappled creatures must make a DC 16 Constitution saving throw, taking 15 (3d6 + 5) bludgeoning damage, or half as much damage on a successful saving throw.



TOME OF
HORRORS

STUNJELLY

CR3

Large ooze, unaligned

Armor Class 9

Hit Points 57 (6d10 + 24)

Speed 20 ft., climb 20 ft.

STR

DEX

CON

INT

WIS

CHA

14 (+2)

9 (-1)

18 (+4)

1 (-5)

6 (-2)

1 (-5)

Damage Resistances piercing
Damage Immunities acid, cold,
lightning, poison

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

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

Languages —

Challenge 3 (700 XP)

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

Corrosive Form. A creature that
touches the stunjelly or hits it with
a melee attack while within five
feet of it takes 7 (2d6) acid damage.
Any nonmagical weapon made of
wood or other organic material that
hits the stunjelly partly dissolves.
After hitting the stunjelly, the
weapon takes a permanent and
cumulative -1 to damage rolls. If its
penalty drops to -5, the weapon is
destroyed. Nonmagical ammunition
made of wood (or other organic
material) that hits the stunjelly is
destroyed after dealing damage.

Engulfing. When the stunjelly hits a
creature with a Slam attack, it may
make one Engulf attack against
that creature as a bonus action.

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

ACTIONS

Slam. Melee Weapon Attack: +4 to
hit, reach 5 ft., one target. **Hit:** 5
(1d6 + 2) bludgeoning damage plus
7 (2d6) acid damage. If the target
is a creature, it must make a DC
14 Constitution saving throw.

On a failed save, the creature is
paralyzed for one minute. The
creature may repeat this saving
throw at the end of each of its
turns, ending the paralysis on itself
on a success.

If the creature is wearing armor
made of leather or other organic
material when hit by the stunjelly,
that armor is partly dissolved and
takes a permanent and cumulative
-1 to the Armor Class it offers. The
armor is destroyed if the penalty
reduces its Armor Class to 10.

Engulf. The stunjelly attempts
to engulf one creature of size
Large or smaller within five feet
of it. The creature must make a
DC 15 Dexterity saving throw.
On a failed save, the stunjelly
enters the creature's space, and
the creature takes 7 (2d6) acid
damage and is engulfed. The
engulfed creature can't breathe, is
restrained, and must succeed on a
DC 14 Constitution saving throw
or be paralyzed for one minute.
The creature may repeat this
Constitution saving throw at the
end of each of its turns, ending the
paralysis on itself on a success.

At the start of each of the stunjelly's
turns, the engulfed creature takes
14 (4d6) acid damage, and any
equipment it is carrying made of
leather or other organic material is
partly dissolved (see Slam above).
When the stunjelly moves, the
engulfed creature moves with it. An
engulfed creature can try to escape
by taking an action to make a DC
14 Strength check. On a success,
the creature escapes and enters a
space of its choice within five feet of
the stunjelly.

The stunjelly may only engulf one
Large, two Medium, or four Small
or smaller creatures at one time.



TOME OF
HORRORS

JELLY, WHIP

CR2

Medium ooze, unaligned

Armor Class 10

Hit Points 21 (3d8 + 9)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	17 (+3)	1 (−5)	2 (−4)	2 (−4)

Damage Immunities acid, cold

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

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

Languages —

Challenge 2 (450 XP)

Amorphous. The whip jelly can move through a space as narrow as one inch wide without squeezing.

Corrosive Form. A target that touches the whip jelly or hits it with a melee attack while within five feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the whip jelly corrodes. After dealing damage, the weapon takes a permanent cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the whip jelly is destroyed after dealing damage.

The whip jelly can eat through two inches of nonmagical wood or metal in one round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 7 (2d6) acid damage.



TOME OF
HORRORS

LIVESTONE

CR5

Large ooze (fungus), unaligned

Armor Class 10

Hit Points 168 (16d10 + 80)

Speed 20 ft.

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

Damage Immunities acid, cold, fire, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 5 (1,800 XP)

False Appearance. While the livestone is solidified and remains motionless, it is indistinguishable from a typical stone.

Stone Camouflage. The livestone has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The livestone makes two Slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15).

Engulf. The livestone engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the livestone's turns or take 14 (2d8 + 5) bludgeoning damage. If the livestone moves, the engulfed target moves with it. The livestone can have only one creature engulfed at a time.

REACTIONS

Solidify. As a reaction, the livestone can solidify all or part of itself into material with the same consistency of solid rock. The livestone adds 4 to its Armor Class against one melee attack that would hit it. The livestone does not have to see the attack to use this ability. A livestone cannot take attack or move actions if its entire form is solidified.



TOME OF
HORRORS

CRYSTAL OOZE

CR¹/₂

Medium ooze, unaligned

Armor Class 9

Hit Points 30 (4d8 + 12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (–1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Immunities acid, cold, fire

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

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

Languages —

Challenge 1/2 (50 XP)

Amorphous. The crystal ooze can move through a space as narrow as one inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of wood or other organic material that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of wood or other organic material that hits the ooze is destroyed after dealing damage. The ooze can eat through two-inch-thick, nonmagical wood, leather, or other organic material in one round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Partially Amphibious. Crystal oozes can survive out of the water for five hours.

ACTIONS

Multiattack. The crystal ooze makes two Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical leather armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the Armor Class it offers. The armor is destroyed if the penalty reduces its Armor Class to 10. In addition, a creature hit by this attack must succeed on a DC 14 Constitution saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.



TOME OF
HORRORS

ARA

CR¹/₂

Medium humanoid, chaotic good

Armor Class 14 (natural armor)

Hit Points 23 (4d8 + 4)

Speed 20 ft., fly 40 ft.

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

Skills Athletics +2, Perception +5

Senses passive Perception 15

Languages Auran

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ara makes one Bite attack and one Talon or one Spear attack.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

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



TOME OF
HORRORS

Mus

CR¹/₈

Tiny humanoid, neutral good

Armor Class 16 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft.

STR

DEX

CON

INT

WIS

CHA

2 (−4)

16 (+3)

10 (+0)

12 (+1)

16 (+3)

10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +7, Stealth +7

Senses darkvision 30 ft., passive Perception 13

Languages Common

Challenge 1/8 (25 XP)

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

ACTIONS

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

Hit: 1 piercing damage.

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

Hit: 5 (1d4 + 3) slashing damage.



TOME OF
HORRORS

DRAKE, ICE

CR3

Small dragon, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 10 ft., fly 50 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1)

13 (+1)

13 (+1)

7 (-2)

8 (-1)

10 (+0)

Skills Perception +1

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities paralyzed

Senses darkvision 60 ft, passive Perception 11

Languages Draconic

Challenge 3 (700 XP)

Change Shape. The ice drake magically polymorphs into a Large white dragon or back into its true form. Its statistics are the same in each form. Any equipment being worn or carried by the ice drake do not change. The ice drake reverts to its true form when it dies.

ACTIONS

Multiattack. The ice drake makes one Bite attack and two Claw attacks.

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

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

Breath Weapon (recharge 4–6). The ice drake exhales an icy blast in a 20-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 9 (2d8) cold damage on a failure or half as much on a success.



TOME OF
HORRORS

DRAKE, FIRE

CR1

Small dragon, chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 60 ft.

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

Skills Perception +4, Stealth +3

Damage Immunities fire

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Pyrophoric Blood. A creature that hits the fire drake with a weapon attack from within five feet of the fire drake must make a DC 11 Dexterity saving throw or take 3 (1d6) fire damage.

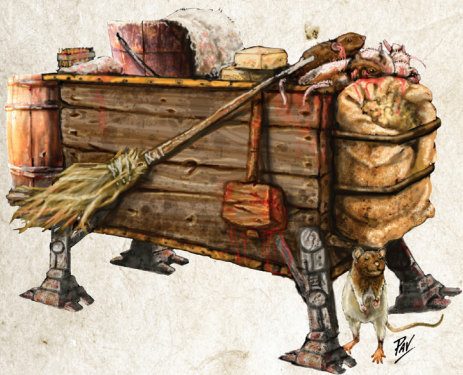
ACTIONS

Multiattack. The fire drake makes one Bite attack and one attack with its Claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Fire Breath (recharge 6). The fire drake exhales fire in a 15-foot cone. Creatures in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw, or half as much damage on a successful saving throw.



TOME OF
HORRORS

CART

CR2

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

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

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

Languages —

Challenge 2 (450 XP)

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

Charge. If the animated cart moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

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

Hit: 13 (2d10 + 2) bludgeoning damage.



TOME OF
HORRORS

CHAIN

CR2

Medium construct, unaligned

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	1 (–5)	5 (–3)	1 (–5)

Skills Athletics +5, Perception –1

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 2 (450 XP)

Animated Object Theme. The chain's theme is ensnaring.

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

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

False Appearance. While the chain remains motionless, it is indistinguishable from a normal chain.

Hard to Grasp. The chain has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. The chain makes two Slam attacks.

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

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

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the chain can't smother another target. The chain can still use its Slam while grappling the target.



TOME OF
HORRORS

TOME OF HORRORS 2020 DECK THREE

- Algoid
- Aqueous Zombie
- Ara
- Binguai
- Blood Orchid
- Bloody Bones
- Bog Corpse
- Bone Cobbler
- Bone Reaper
- Bonesucker
- Bramble Zombie
- Buxiu Immortal Guard
- Carcharodon Zombie
- Cart
- Cat, Undead Feral
- Cerebral Stalker
- Chain
- Corpsespun
- Crawling Hand
- Crawling Offspring
- Crystal Ooze
- Don'gui (Ice Wraith)
- Drake, Fire
- Drake, Ice
- Draug
- Draug Captain
- Duppy
- Egui
- Ekimmu
- Fear Guard
- Fungal Creeper
- Fungus Bat
- Fungus Weird
- Gholle
- Ghoul of Khemit
- Ghul
- Goblin Zombie
- Golem, Mithral
- Golem, Shedu
- Greater Shadow
- Groaning Spirit
- Guardian Shade
- Gug Zombie
- Ha-Naga
- Hoar Spirit
- Horror from Below
- Hyaenodon, Undead
- Jelly, Whip
- Juju Zombie
- Jupiter Bloodsucker
- Lacedon
- Lesser Flesh Golem
- Livestone
- Mian'shen (Masked Spirit)
- Mummy Zombie
- Murder Born
- Murder Crow
- Mus
- Otyugh Zombie
- Pewter Knight
- Poisonous Snake Zombie
- Red Jester
- Sepulchral Guardian
- Shadow Wolf
- Shining Child
- Shroom
- Silaal
- Sphinx Zombie
- Stunjelly
- Swarm of Adamantine Wasps
- Swarm of Bladecoins
- Swarm of Eye Spiders
- Swarm of Undead Bats
- Swarm of Undead Hummingbirds
- Swarm of Undead Rats
- Tangagumak
- Weredactyl
- Witch Tree



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