



TOME OF  
**HORRORS**

*Gargantuan monstrosity, unaligned***Armor Class** 18 (natural armor)**Hit Points** 525 (30d20 + 210)**Speed** 0 ft., swim 70 ft.

| STR      | DEX     | CON     | INT    | WIS     | CHA     |
|----------|---------|---------|--------|---------|---------|
| 30 (+10) | 11 (+0) | 24 (+7) | 3 (-4) | 16 (+3) | 11 (+0) |

**Saving Throws** Str +17, Dex +7, Con +14**Skills** Perception +10**Damage Resistances** acid, cold, fire**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks**Condition Immunities** poisoned, prone**Senses** darkvision 120 ft., passive Perception 20**Languages** telepathy 120 ft.**Challenge** 23 (50,000 XP)**Amphibious.** The afanc can breathe air and water.**Siege Monster.** The afanc deals double damage to objects and structures.**ACTIONS****Multiattack.** The afanc makes two Claw attacks and one Bite attack.**Bite.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage. If the target is a Large or smaller creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the afanc, and it takes 42 (12d6) acid damage at the start of each of the afanc's turns.

If the afanc takes 50 damage or more on a single turn from a creature inside it, the afanc must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the afanc. If the afanc dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.**Sea Swell (recharge 5–6).**

The afanc raises the front part of its body out of the water and brings it crashing back down against the surface. This generates massive waves up to 30 feet tall that may capsize boats and ships within 100 feet of the afanc. Boats and ships less than 20 feet long automatically capsize. A creature steering or guiding a boat or ship over 20 feet long must succeed on a DC 20 Dexterity or Strength check or its boat capsizes. A creature proficient in Vehicles (water) may add its proficiency bonus. A non-aquatic creature in the water within 100 feet of the afanc must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be stunned until the end of its next turn.

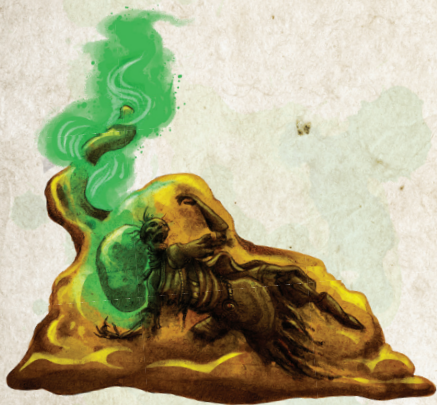
**LEGENDARY ACTIONS**

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

**Claw Attack.** The afanc makes one Claw attack.**Move.** The afanc moves up to half its speed.**Roll (costs 2 actions).**

The afanc does a full body roll, sending up a spray of obscuring water in a 60-foot radius around it. That area is heavily obscured to creatures other than the afanc until the end of the afanc's next turn.





TOME OF  
**HORRORS**

# ARCANOPLASM

# CR4

*Large monstrosity, neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 103 (9d10 + 54)

**Speed** 40 ft.

---

| STR     | DEX    | CON     | INT     | WIS     | CHA     |
|---------|--------|---------|---------|---------|---------|
| 15 (+2) | 6 (–2) | 22 (+6) | 10 (+0) | 14 (+2) | 14 (+2) |

---

**Saving Throws** Con +8

**Skills** Athletics +4, Stealth +0

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned, prone, stunned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, draconic (understands but can't speak)

**Challenge** 4 (1,100 XP)

**Absorb Arcane Energy.** Any arcane spell targeted at an arcanoplasm is automatically absorbed into its body. This cures 1 point of damage per 3 points of damage the spell would otherwise deal; nondamaging spells cure 1 point of damage per spell slot used to cast the spell. Spells that affect an area are not absorbed, but neither do they affect the arcanoplasm. The arcanoplasm can't absorb magic from spells that it cast itself using arcane spell mimicry, and it can't absorb divine magic, which affects it normally.

**Amorphous.** An arcanoplasm can move through gaps as small as one square inch without penalty.

**Arcanesense.** An arcanoplasm can automatically detect the location of any arcane spellcaster within 100 feet. This ability is not blocked by any material.

**Arcane Spell Mimicry.** As an action, an arcanoplasm can mimic any arcane spell of 4th level or lower cast within 30 feet of it on its next turn. The spell takes effect as if cast by a 7th-level sorcerer (spell save DC 13, +6 spell attack bonus) and requires no components. Because of its innately magical nature, an arcanoplasm adds both its Con and Cha modifiers to concentration checks when it takes damage.

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

## ACTIONS

---

**Multiattack.** The arcanoplasm make one Slam attack and one Constriction attack.

**Slam. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 12).

**Constriction.** One creature already grappled by the arcanoplasm takes 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) acid damage.



TOME OF  
**HORRORS**

# BAKE KUJIRA

CR20

*Gargantuan monstrosity, neutral evil*

---

**Armor Class** 21 (natural armor)

**Hit Points** 372 (24d20 + 120)

**Speed** 0 ft., swim 100 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

26 (+8)

10 (+0)

20 (+5)

6 (–2)

10 (+0)

7 (–2)

---

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 20 (25,000 XP)

**Transparent.** The bake kujira is transparent and only its skeleton is visible, which makes it appear to be some undead monstrosity. Attacks upon the bake kujira require successful DC 19 Wisdom (Perception) checks or are made at disadvantage.

**Ghastly Swarms.** The bake kujira is accompanied by 2d4 swarms of hostile birds and 2d4 swarms of carnivorous fish (see monster entries). These creatures accompany the larger monster to scavenge from its feeding, but also appear to be attracted to the bake kujira's overwhelmingly evil lifeforce. These swarms attack anything that attacks the bake kujira.

## ACTIONS

---

**Breach.** The bake kujira makes a full move, breaches into the air, then crashes down upon its target. Any Huge or smaller creatures in the bake kujira's space must make a DC 19 Dexterity save or take 48 (4d8 + 30) bludgeoning damage and be forced into the nearest square that is adjacent to the bake kujira.





TOME OF  
**HORRORS**

# GREATER ABYSSAL BASILISK

# CR10

*Large monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 25 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 18 (+4) | 5 (−3) | 12 (+1) | 6 (−2) |

---

**Saving Throws** Con +8

**Skills** Perception +5

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 90 ft., passive Perception 15

**Languages** —

**Challenge** 10 (5,900 XP)

**Detect Good.** The Abyssal basilisk can detect fey and celestial creatures within 60 feet as an ongoing effect.

**Foul Breath.** The Abyssal basilisk's breath is so putrid that it creates an area of foul gas in a five-foot radius around itself. Any creature entering that area or starting its turn within that area must succeed on a DC 13 Constitution save or become poisoned until the start of its next turn.

**Magic Resistance.** The Abyssal basilisk has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Abyssal basilisk makes one Bite attack and two Claw attacks.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 10 (3d6) poison damage.

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the Abyssal basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by a *greater restoration* spell or other magic.

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

If the Abyssal basilisk sees its own reflection within 30 feet of it in bright light, it must succeed on a DC 10 Wisdom save or mistake itself for a rival and target itself with its gaze. The Abyssal basilisk's magic resistance gives it advantage on any resultant Constitution save versus its own gaze.



TOME OF  
**HORRORS**

# CATERWAUL

# CR4

*Medium monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 50 ft., climb 20 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 20 (+5) | 15 (+2) | 7 (–2) | 14 (+2) | 6 (–2) |

---

**Skills** Perception +4, Stealth +7

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

**Languages** —

**Challenge** 4 (1,100 XP)

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

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

**Pounce.** If the caterwaul moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the caterwaul can make one Bite attack against it as a bonus action.

## ACTIONS

---

**Multiattack.** The caterwaul makes one Bite attack and one Claw attack.

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

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



TOME OF  
**HORRORS**



# CAVE FISHER

# CR1

*Large monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 20 ft., climb 20 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 17 (+3) | 1 (–5) | 10 (+0) | 4 (–3) |

---

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

## ACTIONS

---

**Multiattack.** The cave fisher makes two Claw attacks.

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

**Filament. Ranged Weapon Attack:** +3 to hit, range 60 ft., one target. *Hit:* the target is restrained by the filament and must succeed on a DC 13 Strength saving throw or be pulled up to 25 feet toward the cave fisher. As an action, the restrained target can make a DC 13 Strength check, breaking free of the filament on a success. The filament can also be attacked and destroyed (Armor Class 12; 5 hit points; immunity to bludgeoning, piercing, and psychic damage).



TOME OF  
**HORRORS**

# CHURR

# CR4

*Large monstrosity, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 30 ft., climb 20 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 15 (+2) | 18 (+4) | 6 (−2) | 12 (+1) | 10 (+0) |

---

**Saving Throws** Dex +4

**Skills** Stealth +4

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

**Languages** Giant

**Challenge** 4 (1,100 XP)

## ACTIONS

---

**Multiattack.** A churr makes one Bite attack and two Claw attacks.

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

*Hit:* 8 (1d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.

*Hit:* 8 (1d8 + 4) slashing damage and the target is grappled and restrained.

**Howl.** A churr unleashes a frightening howl. Creatures within 60 feet of the churr must make a successful DC 10 Wisdom saving throw or become frightened for 1d6 x 10 minutes. A successful saving throw renders a character immune to the howling of churrs until after the character's next long rest.



TOME OF  
**HORRORS**

# CORPSESPINNER

# CR5

*Huge monstrosity (extraplanar), unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d12 + 36)

**Speed** 40 ft., climb 20 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 17 (+3) | 17 (+3) | 7 (-2) | 15 (+2) | 10 (+0) |

---

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Deep Speech

**Challenge** 5 (1,800 XP)

**Astral Jaunt.** A corpsespinner can shift between the Astral and Material Planes in either direction as a move. This does not trigger an opportunity attack.

**Astralsense.** A corpsespinner can automatically sense the presence and location of anything within 200 feet of it on the Astral Plane.

**Create Corpsepun.** Creatures that die while affected by a corpsespinner's poison that are not devoured by the corpsespinner rise in one hour as a corpsepun.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 15 ft.; one creature.

*Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) poison damage and the target is poisoned. A poisoned creature makes a DC 14 Constitution saving throw at the end of each of its turns; a successful save ends the condition.

**Web (recharge 5–6).** *Ranged Weapon Attack:* +6 to hit, range 80 ft.; one creature. *Hit:* The target is restrained. A restrained creature can use its action to attempt a DC 14 Strength (Athletics) check, becoming free of the webs on a success. A character has disadvantage on this check on the Astral Plane. These webs can be destroyed with slashing damage (Armor Class 12, 10 hit points), but they are immune to all other damage, including fire.





TOME OF  
**HORRORS**

# DEATH WORM

# CR3

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 20 ft., burrow 10 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 13 (+1) | 16 (+3) | 3 (−4) | 11 (+0) | 5 (−3) |

---

**Saving Throws** Wis +3

**Condition Immunities** blindness, prone

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

**Languages** —

**Challenge** 3 (700 XP)

## ACTIONS

---

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

*Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) acid damage.

**Acid Spit (recharge 5–6).** All creatures along a five-foot-wide, 30-foot-long line extending from the death worm must succeed on a DC 11 Dexterity saving throw or take 14 (4d6) acid damage.

**Lightning (recharge 6).** All creatures along a five-foot-wide, 20-foot-long line extending from the death worm must make a DC 11 Dexterity saving throw, taking 18 (4d8) lightning damage on a failure, or half as much on a success.



TOME OF  
**HORRORS**

# DEEPMIND

# CR16

*Huge monstrosity, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 266 (28d12 + 84)

**Speed** 0 ft., swim 20 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 10 (+0) | 16 (+3) | 19 (+4) | 17 (+3) | 18 (+4) |

---

**Saving Throws** Int +11, Wis +8

**Skills** Intimidation +14, Perception +13, Persuasion +14

**Senses** blindsight 120 ft., passive Perception 23

**Languages** Aquan, telepathy 120 feet

**Challenge** 16 (15,000 XP)

**Oceanic Domination.** A deepmind exercises psychic control over all sea creatures that have an Intelligence score of 2 or less within a one-mile radius. Creatures of Intelligence 3 or higher must make DC 18 Intelligence saving throws or are also controlled. If actively resisting control, creatures of Intelligence 3 or higher can make a saving throw at the end of each of their turns to break the control. A creature that succeeds on its saving throw is immune to that deepmind's control for 24 hours. Controlled creatures obey the deepmind's commands. The deepmind can also see and hear through its controlled creatures, which allows it to make Wisdom (Perception) checks through their senses. Controlled creatures also act to defend the deepmind if so commanded. Creatures that are not native to the ocean — such as humans, elves, or dwarves who are underwater through magical means — are immune to the deepmind's control.

## ACTIONS

**Multiattack.** The deepmind makes six Tentacle attacks.

**Tentacle. Melee Weapon Attack:** +9 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the deepmind can't use the same tentacle on another target. While grappled, the target takes 12 (3d6 + 2) bludgeoning damage at the beginning of the deepmind's turn.

**Psychic Pulse (recharge 5–6).** The deepmind unleashes a pulse of pure psychic energy over a 50-foot radius centered on itself. Any living creature in the area except those controlled by the deepmind through its Oceanic Domination ability must make a DC 18 Wisdom saving throw, taking 66 (12d10) psychic damage and being stunned until the start of the deepmind's next turn on a failed save, or half as much damage and not being stunned on a successful saving throw.



TOME OF  
**HORRORS**



## DIRE CORBY

CR<sup>1</sup>/<sub>2</sub>

*Medium monstrosity, neutral evil*

---

**Armor Class** 11

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

16 (+3)

12 (+1)

13 (+1)

6 (–2)

10 (+0)

8 (–1)

---

**Skills** Perception +2

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

**Languages** Deep Speech, Undercommon

**Challenge** 1/2 (100 XP)

### ACTIONS

---

**Multiattack.** A dire corby makes two Claw attacks.

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

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



TOME OF  
**HORRORS**

# DRIDER-GOBLIN

CR4

*Medium monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., climb 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 15 (+2) | 16 (+3) | 12 (+1) | 13 (+1) | 12 (+1) |

---

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Goblin, Undercommon

**Challenge** 4 (1,100 XP)

**Nimble Escape.** The drider-goblin can take the Disengage or Hide action as a bonus action on each of its turns.

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

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

**Web Walker.** The drider-goblin ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The drider-goblin makes one Bite attack and one Mace attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 9 (2d8) poison damage.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



TOME OF  
**HORRORS**

# FEN WITCH

# CR2

*Medium monstrosity, chaotic evil*

**Armor Class** 12 (padded armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 12 (+1) | 13 (+1) | 14 (+2) | 14 (+2) | 15 (+2) |

---

**Saving Throws** Con +3

**Skills** Deception +4, Insight +4, Perception +4, Stealth +3

**Languages** Common, Deep Speech, Sylvan, telepathy 100 ft.

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

**Challenge** 2 (450 XP)

**Horrific Appearance.** The sight of a fen witch is so revolting that anyone who sets eyes on one within 60 feet must make a successful DC 11 Constitution saving throw or be sickened, with effects identical to the poisoned condition, for one minute. Characters fighting a fen witch can avert their eyes at the start of their turn and take disadvantage on attack rolls. Anyone surprised by a fen witch must attempt this saving throw immediately at the beginning of combat unless they can't see her for some other reason. This saving throw never needs to be attempted more than once per 24 hours. Fen witches and hags of all kinds are immune to this effect.

**Swamp Stride.** A fen witch can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a fen witch normally.

## ACTIONS

**Multiattack.** A fen witch makes two Claw attacks.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5 ft.; one creature. **Hit:** 5 (1d6 + 2) slashing damage.

**Death Speak.** A fen witch who knows the secret vibrations of an individual's name can speak that name as an attack. If the individual hears the fen witch speak its name, that creature must make a successful DC 12 Wisdom saving throw or immediately drop to 0 hit points. If the save succeeds, that creature can't be affected again by the same fen witch's death speak for 24 hours. Note that the fen witch does not need to speak a language the creature understands in order to affect it; she only needs to speak its name with its secret vibrations. Other fen witches who hear the name spoken this way can't use it for their own death speak attacks (if the target's saving throw succeeds, other fen witches assume the name was vibrated incorrectly and won't copy it). Each fen witch must learn the vibrations independently by using her mind probe successfully on the target.

**Mind Probe.** A fen witch peers into the mind of a living creature within 60 feet in an attempt to extract the secret vibrations of the creature's name. The target resists the mental trespassing (and becomes immune to further mind probes by the same fen witch until after a long rest) with a successful DC 12 Wisdom saving throw. If the saving throw fails, the fen witch finds the information she sought and can use her Death Speak ability on a later turn. Creatures with an Intelligence score of 2 or less are immune to this ability, as are creatures that are immune to psychic damage.

As their numbers grow, their aggressiveness increases to homicidal levels.





TOME OF  
**HORRORS**

# GILLMONKEY

CR2

*Small monstrosity, chaotic evil*

**Armor Class** 14

**Hit Points** 11 (2d6 + 4)

**Speed** 30 ft., swim 40 ft.

---

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

---

**Skills** Perception +1, Stealth +6

**Senses** blindsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Amphibious.** The gill monkey can breathe in air or water.

## ACTIONS

**Multiattack.** The gillmonkey makes one Bite attack and either two Claw attacks or one melee Spear attack.

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

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Spear.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



TOME OF  
**HORRORS**

# GRIBBON

CR<sup>1</sup>/<sub>2</sub>

*Small monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft., fly 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 15 (+2) | 13 (+1) | 10 (+0) | 10 (+0) | 11 (+0) |

---

**Skills** Stealth +4

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

**Languages** Common

**Challenge** 1/2 (100 XP)

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

## ACTIONS

---

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

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

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

**Dart.** *Ranged Weapon Attack:* +4 to hit, range 26/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



TOME OF  
**HORRORS**



# GRONK

CR5

*Large monstrosity, chaotic neutral*

---

**Armor Class** 12 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

19 (+4)

10 (+0)

16 (+3)

8 (−1)

11 (+1)

9 (−1)

---

**Skills** Intimidation +2, Perception +4

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

**Languages** Prehistoric Giant

**Challenge** 5 (1,800 XP)

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

## ACTIONS

---

**Multiattack.** The gronk makes one Gore attack and one Greatclub attack.

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

*Hit:* 11 (2d6 + 4) piercing damage.

**Greatclub.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



TOME OF  
**HORRORS**

# DEATH WEAVER

CR4

*Small aberration, neutral evil*

Armor Class 17 (natural armor)

Hit Points 21 (6d6)

Speed fly 20 ft.

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

7 (–2)

17 (+3)

10 (+0)

14 (+2)

14 (+2)

16 (+3)

**Skills** Perception +4

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

**Languages** Common

**Challenge** 4 (1,100 XP)

**Feeding.** If the death weaver successfully uses its tentacle attack to devour a piece of a creature's soul, it gains 10 temporary hit points and gains the ability to innately cast the web spell three times. This lasts for one hour.

**Magic Resistance.** The death weaver has advantage on any saving throws to resist spells and other magical effects.

**Radiance.** The death weaver glows, shedding bright light for 20 feet and dim light for 20 feet beyond that.

## ACTIONS

**Paralyzing Song.** The death weaver emits a bizarre humming that effects all creatures within a 30-foot cube centered on itself. Affected creatures must succeed at a DC 13 Wisdom saving throw or be paralyzed for one hour. Creatures that successfully save against a death weaver's paralyzing song are immune to the effect for 24 hours.

**Tentacle. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 1 bludgeoning damage. If the death weaver hits a paralyzed creature with its tentacle attack, it may attempt to devour that creature's lifeforce. The target must succeed on a DC 13 Constitution saving throw or suffer 14 (4d6) necrotic damage. If a creature is reduced to 0 hit points by this attack, it dies and can be raised only by powerful magic such as true resurrection or wish.



TOME OF  
**HORRORS**

# KAIJU, GALAZON

# CR24

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 555 (30d20 + 240)

**Speed** 60 ft., fly 100 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 26 (+8) | 20 (+5) | 26 (+8) | 3 (−4) | 12 (+1) | 10 (+0) |

**Saving Throws** Dex +12, Con +15, Wis +8

**Damage Immunities** acid, bludgeoning, piercing and slashing damage from nonmagical attacks, fire, thunder

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

**Senses** blindsight 120 ft. passive Perception 11

**Languages** —

**Challenge** 24 (62,000 XP)

**Legendary Resistance (3/day).** If Galazon fails a saving throw, it can choose to succeed instead.

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

**Siege Monster.** Galazon deals double damage to objects and structures.

## ACTIONS

**Multiattack.** Galazon uses its Frightful Presence and make one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

**Frightful Presence.** Each creature of Galazon's choosing within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Galazon is within line of sight, negating the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Galazon's Frightful Presence for the next 24 hours.

**Hover.** Galazon can remain stationary in the air at an altitude of up to 100 feet. Any creatures directly underneath Galazon in a 20-foot-by-20-foot area must make DC 20 Dexterity saves or be knocked prone.

**Sonic Attack (recharge 5–6).**

Galazon unleashes focused sound waves in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 88 (16d10) thunder damage on a failed save, or half as much damage on a successful one.

**Windstorm (recharge 6).** If Galazon is not using its hover action, it can direct a massive rush of wind with its titanic wings. This attack takes the form of a 120-foot cone. All creatures within this space must make a DC 22 Dexterity save or be thrown backward 10d10 feet and take 1d6 bludgeoning damage for each 10 feet traveled and be knocked prone. If the thrown creature hits a building, cliff, or other solid object, it stops its movement, but takes an additional 14 (4d6) points of bludgeoning damage. If the save is successful, the creature is still thrown and knocked prone, but takes half damage.

## LEGENDARY ACTIONS

Galazon 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. Galazon regains spent legendary actions at the start of its turn.

**Attack.** Galazon makes one Claw attack or Bite attack.

**Move.** Galazon moves up to its full speed.

**Multiattack (costs 3 actions).**

Galazon can make one Bite and two Claw attacks.





TOME OF  
**HORRORS**

# BURNING DERVISH

CR3

*Medium fiend, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., fly 20 ft.

---

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

---

**Skills** Perception +4, Stealth +5

**Damage Vulnerabilities** cold

**Damage Immunities** fire

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

**Languages** Common, Ignan, Infernal

**Challenge** 3 (700 XP)

**Elemental Endurance.** Burning dervishes can survive on the Elemental Planes of Air or Earth for up to 48 hours and on the Elemental Plane of Water for up to 12 hours. Failure to return to the Elemental Plane of Fire after that time deals 1 cold damage each hour to a burning dervish until it dies or returns to the Elemental Plane of Fire.

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

At will: *fire bolt*, *produce flame*

3/day: *invisibility* (self only)

1/day each: *enlarge/reduce*, *flaming sphere*, *plane shift* (self only, Elemental, Astral, or Material Planes only)

## ACTIONS

**Multiattack.** The burning dervish makes two Scimitar attacks or two Fist attacks.

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

**Fist (flame form only). Melee Spell Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) fire damage.

**Flame Form (3/day).** The burning dervish magically polymorphs into a Medium-sized column of fire for one minute, until the dervish ends it as a bonus action, or until the dervish dies. Equipment worn or carried by the dervish are absorbed into its form. While in this form, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, it is immune to being grappled or restrained, and it can move through a space as narrow as one-inch wide without squeezing. A creature that touches the burning dervish in this form or hits it with a melee attack while within five feet of it takes 4 (1d8) fire damage. In addition, the burning dervish can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.



TOME OF  
**HORRORS**

# GIANT SEA LEECH

CR<sup>1</sup>/<sub>2</sub>

*Small monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 16 (3d6 + 6)

**Speed** 10 ft., swim 30 ft.

---

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 14 (+2) | 6 (−2) | 14 (+2) | 1 (−5) | 8 (−1) | 1 (−5) |

---

**Damage Immunities** poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** blindsense 60 ft. (blind beyond this radius), passive

Perception 9

**Languages** —

**Challenge** 1/2 (100 XP)

**Amphibious.** The giant sea leech can breathe in air or water.

**Numbing Bite.** The giant sea leech secretes a powerful numbing agent when it bites underwater. Its victim must make a successful DC 14 Wisdom saving throw to notice that it has a leech attached unless it is being actively sought.

## ACTIONS

---

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

*Hit:* 9 (2d6 + 2) piercing damage and the leech is attached to its target.

**Life Suck.** While the leech is attached to a creature and alive, instead of making a Bite attack, it sucks the life essence from its victim. The target loses 1d6 hit points and gains a level of Exhaustion. The leech gains hit points equal to half the loss to the target, increasing its hit point maximum if necessary. A creature can use an action to attempt a DC 13 Strength check to remove the leech. A successful removal causes 3 (1d6) slashing damage to the target, even if the leech is dead. Alternatively, a dead leech can be removed without causing damage with a successful DC 17 Wisdom (Medicine) check.



TOME OF  
**HORRORS**



# LEECHFOLK

CR<sup>1</sup>/<sub>2</sub>

*Medium monstrosity, true neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., swim 20 ft.

---

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 9 (−1) | 13 (+1) | 16 (+3) | 9 (−1) | 10 (+0) | 10 (+0) |

---

**Skills** perception +4, stealth +5

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

**Languages** —

**Challenge** 1/2 (100 XP)

**Amphibious.** Leechfolk can breathe both air and water.

**Camouflage.** Leechfolk have advantage on all Dexterity (Stealth) rolls while in swamps.

## ACTIONS

---

**Multiattack.** The leechfolk makes two Slam attacks.

**Slam. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) bludgeoning damage. If both of a leechfolk's slam attacks hit the same target, the target is grappled (escape DC 13). At the start of each subsequent turn, the leechfolk drains 5 (1d4 + 3) hit points from a grappled victim.



TOME OF  
**HORRORS**

# MONSTER OF SET

*Huge monstrosity, chaotic evil*

CR16

**Armor Class** 18 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 11 (+0) | 20 (+5) | 10 (+0) | 16 (+3) | 10 (+0) |

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

**Skills** Perception +13

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

**Damage Immunities** poison

**Senses** darkvision 60 ft., passive

Perception 23

**Languages** understands Draconic but can't speak

**Challenge** 16 (15,000 XP)

**Innate Spellcasting.** The monster of Set's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:  
3/day each: *blur*, *cure wounds* (as 4th-level slot), *darkness*, *protection from evil and good*, *true polymorph* (only) 1 day each:  
*blight*, *desecrate* (see sidebar), *dispel evil and good*, *divine word*

## ACTIONS

**Multiattack.** The monster of Set uses its Frightful Presence and make one Bite attack, one Horns attack, and one Claws attack. When its Fire Breath is available, it can use the breath in place of its Bite or Horns.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

**Horns.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

**Fire Breath (recharge 5–6).** The dragon head exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

**Frightful Presence.** Each creature of the monster of Set's choosing that is within 120 feet of the monster of Set and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for one minute. A creature

can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the monster of Set's Frightful Presence for the next 24 hours.

## LEGENDARY ACTIONS

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

**Claw Attack.** The monster of Set makes a Claw attack.

**Detect.** The monster of Set makes a Wisdom (Perception) check.

**Wing Attack (costs 2 actions).**

The monster of Set beats its wings. Each creature within 10 feet of the monster of Set must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The monster of Set can then fly up to half its flying speed.

## DESECRATE

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (25 gp of silver dust)

**Duration:** 8 hours

Any undead creature within a 20-foot sphere centered on a point you choose within range gains several benefits due to an influx of negative energy into the area. Each undead's maximum hit points and current hit points increase by 5. Whenever an undead target makes an attack roll, damage roll, or a saving throw, the undead adds 1d4 to it. Finally, the DC of any saving throw required by a Life Drain ability of an undead is increased by 2. All of these benefits cease for a target when the duration ends or when that target leaves the area of effect. It regains the benefits if it re-enters the area of effect.



TOME OF  
**HORRORS**

# PYROLISK

CR<sup>1</sup>/<sub>2</sub>

*Small monstrosity, neutral evil*

**Armor Class** 12

**Hit Points** 21 (6d6)

**Speed** 20 ft., fly 40 ft.

---

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 6 (−2) | 15 (+2) | 11 (+0) | 3 (−4) | 13 (+1) | 9 (−1) |

---

**Damage Vulnerabilities** cold

**Damage Immunities** fire

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

**Languages** understands Common but can't speak

**Challenge** 1/2 (100 XP)

## ACTIONS

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

**Hit:** 5 (1d4 + 2) piercing damage and the target must make a successful DC 12 Constitution saving throw or burst into flames, taking 3 (1d6) fire damage immediately plus 3 (1d6) fire damage at the start of each of the pyrolisk's turns for as long as the flames burn. A creature can extinguish flames on itself or on an adjacent creature by using an action to make a successful DC 10 Dexterity check.

**Pyrotechnics (1/day).** A pyrolisk causes an ordinary fire within 120 feet of it to flare into a burst of sparks and light. This burst is so bright that all creatures able to see the fire and within 60 feet of it must make a successful DC 10 Wisdom saving throw or be blinded for 1d4 rounds. Pyrolisks are immune to this effect.





TOME OF  
**HORRORS**

# TYRANNOSAURUS RATTUS

CR2

*Small beast, unaligned*

---

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d6 + 24)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

18 (+4)

12 (+1)

16 (+3)

2 (−4)

12 (+1)

9 (−1)

---

**Saving Throws** Con +6

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

## ACTIONS

---

**Multiattack.** Tyrannosaurus rattus make one Bite attack and one Tail attack. It cannot make both attacks against the same target.

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

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



TOME OF  
**HORRORS**

# CHAOS KNIGHT

# CR3

*Medium fiend, chaotic evil*

**Armor Class** 16 (chain mail)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 15 (+2) | 10 (+0) | 12 (+1) | 16 (+3) |

---

**Skills** Perception +4

**Damage Vulnerabilities** Fire

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

**Damage Immunities** cold, psychic

**Condition Immunities** frightened, stunned

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

**Languages** Common

**Challenge** 3 (700 XP)

**Icy Incorporeality.** By using an action, a chaos knight can make itself incorporeal until the start of its next turn. While incorporeal, it can pass through solid objects such as a wall or other creatures as if they were difficult terrain. It leaves behind an icy outline where it passes.

**Innate Spellcasting.** The chaos knight's spellcasting ability is Charisma (spell save DC 13, spell attack bonus +5). The chaos knight can cast the following spells without material components:

At will: *chill touch*, *ray of frost*

3/day each: *dimension door*, *protection from good*

2/day: *ice storm*

1/day each: *telekinesis*, *wall of ice*

**Magic Weapon.** The chaos knight's attacks are magical.

**Personal Door.** Any being other than the chaos knight that passes through the portal suffers 10 cold damage.

## ACTIONS

---

**Multiattack.** The chaos knight makes two Greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.



TOME OF  
**HORRORS**



# SPORC

# CR9

Large monstrosity, chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 209 (22d10 + 88)

**Speed** 30 ft., climb 30 ft.

---

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

---

**Skills** Perception +5, Stealth +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Orc

**Challenge** 9 (5,000 XP)

**Fey Ancestry.** The sporc has advantage on saving throws against being charmed, and magic can't put the sporc to sleep.

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

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

**Web Walker.** The sporc ignores movement restrictions caused by webbing.

**Wild Swing.** When reduced to half their hit points, sporks begin swinging wildly, fighting with no concern for their own safety. While doing so, they have advantage on their attack rolls and all attacks against them have advantage.

**Void Sight.** Magical darkness doesn't impede the sporc's darkvision.

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

At will: *dancing lights*, *web*

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

## ACTIONS

---

**Multiattack.** The sporc makes one Bite attack, and two other attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 14 (4d6) poison damage.

**Great Axe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Web.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft. one target. *Hit:* target is restrained (escaped DC 16).



TOME OF  
**HORRORS**

# SURF LURKER

# CR4

*Medium monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 99 (18d8 + 18)

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

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 12 (+1) | 3 (−4) | 16 (+3) | 3 (−4) |

---

**Skills** Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 4 (1,100 XP)

**Camouflage.** Surf lurkers gain advantage on all Dexterity (Stealth) checks while in water.

## ACTIONS

---

**Multiattack.** The surf lurker makes six Tentacle attacks, uses Reel, and makes one Bite attack.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 19 (4d8 + 1) damage plus 11 (2d10) poison damage. The lurker has advantage on targets grappled by one or more of its tentacles.

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the creature can't use the same tendril on another target. The lurker can automatically grapple a target with its remaining tentacles; each tentacle adds 1 to the target's escape DC. The surf lurker has advantage on all bite attacks against targets grappled by its tentacles.

**Drown.** A lurker with a grappled target attempts to submerge and drown its target (see Suffocation rules).

**Reel.** The lurker pulls one grappled creature up to 25 feet closer to it.



TOME OF  
**HORRORS**

# THUNDER TERRIER

# CR3

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 50 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 13 (+1) | 14 (+2) | 7 (–2) | 12 (+1) | 8 (–1) |

---

**Skills** Perception +5, Stealth +3

**Damage Immunities** thunder

**Senses** passive Perception 15

**Languages** —

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The thunder terrier has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## ACTIONS

---

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

*Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Thundering Bark (recharge 5–6).** The thunder terrier emits a thundering bark in a 60-foot cone. Each creature in this area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage, is pushed 10 feet away from the terrier, and is deafened for one minute. On a successful save, the creature takes half as much damage and isn't pushed or deafened.

In addition, unsecured objects completely within the area of effect are automatically pushed 10 feet away from the terrier by the bark's effect, and the bark emits a thunderous boom audible out to 300 feet.





TOME OF  
**HORRORS**

# TUSK LORD

CR19

*Gargantuan monstrosity, neutral*

**Armor Class** 20

**Hit Points** 444 (24d20 + 192)

**Speed** 30 ft.

---

| STR      | DEX     | CON     | INT     | WIS     | CHA     |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 13 (+1) | 27 (+8) | 17 (+3) | 22 (+6) | 16 (+3) |

---

**Saving Throws** Str +16, Con +14, Wis +12, Cha +9

**Skills** Arcana +9, History +9, Nature +9, Perception +12, Religion +9

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

**Damage Immunities** acid, cold, fire, lightning, poison, thunder

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 22

**Languages** understands all but speaks only Tusk Lord

**Challenge** 19 (22,000 XP)

**Immortal.** The tusk lord does not need to breathe, eat, or sleep.

It will not die of old age but may still be killed.

**Improved Sense of Smell.** The tusk lord has advantage on Perception checks that rely on scent.

**Innate Spellcasting.** The tusk lord's innate spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks).

It can innately cast the following spells, with no need for material components or concentration:

2/day each: *antimagic field*, *etherealness*, *globe of invulnerability*

**Sealed Mind.** The tusk lord is immune to mind-altering magic such as charm, compulsion, fear, illusion, or sleep.

**Wish Granting.** At its discretion, the tusk lord may grant the wish of a creature (as the *wish* spell). The tusk lord does so only if presented with a pleasing whale song. Magical reproductions of such a noise automatically qualify; otherwise, a creature must succeed on a DC 20 Charisma (Performance) check to create a reasonable facsimile by mundane means. The tusk lord may grant only one wish per creature.

## ACTIONS

**Multiattack.** The tusk lord makes one Gore attack and two Stomp attacks.

**Gore.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. *Hit:* 37 (6d8 + 10) piercing damage.

**Stomp.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. *Hit:* 32 (4d10 + 10) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be knocked prone.



TOME OF  
**HORRORS**

# ANT LION

CR4

*Large beast, unaligned*

---

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Saving Throws** Con +5

**Speed** 30 ft., burrow 10 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

14 (+2)

11 (+0)

17 (+3)

2 (−4)

10 (+0)

4 (−3)

---

**Skills** Athletics +2, Stealth +2

**Condition Immunities** Charmed

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

**Languages** None

**Challenge** 4 (1,100 XP)

## ACTIONS

---

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

*Hit:* 18 (3d10 + 2) piercing damage and the target is grappled (escape DC 12).



TOME OF  
**HORRORS**



# DIRE APE

CR3

*Large beast, unaligned*

**Armor Class** 11

**Hit Points** 90 (12d10 + 24)

**Speed** 40 ft., climb 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 13 (+1) | 15 (+2) | 2 (−4) | 12 (+1) | 7 (−2) |

---

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

**Keen Scent.** The dire ape has advantage on Wisdom (Perception) checks that rely on scent.

## ACTIONS

---

**Multiattack.** The dire ape makes two Fist attacks.

**Fist.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 15 (2d10 + 4) bludgeoning damage.

**Throw Tree.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



TOME OF  
**HORRORS**

# BABOONWERE

# CR4

*Medium beast (shapechanger), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., climb 30 ft.

---

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

---

**Skills** Athletics +3, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing attacks from nonmagical attacks that aren't silver

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

**Languages** Common

**Challenge** 4 (1,100 XP)

**Displacement.** The baboonwere projects an illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If the baboonwere is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted if the baboonwere is incapacitated or reduced to a speed of 0.

**Shapechanger.** The baboonwere can use its action to polymorph into a humanoid, a baboon-human hybrid, or a baboon. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying doesn't transform. It reverts to its true form of a baboon-human hybrid if it dies.

**Keen Scent.** The baboonwere has advantage on Wisdom (Perception) checks that rely on scent.

**Voice mimicry.** The baboonwere can mimic the voice of a creature it hears. Listeners can determine that this is an imitation with a successful DC 11 Wisdom (Insight) check.

## ACTIONS

---

**Multiattack.** The baboonwere makes two attacks, only one of which can be a Bite attack.

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

**Longsword (hybrid and humanoid form only).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.



TOME OF  
**HORRORS**

# CAVE BEAR

CR7

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 142 (15d12 + 45)

**Speed** 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 10 (+0) | 16 (+3) | 2 (−4) | 12 (+1) | 7 (−2) |

---

**Skills** Perception +4

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

**Languages** —

**Challenge** 7 (2,900 XP)

**Bear Hug.** If the cave bear hits a creature with two Claw attacks in the same turn, the target is grappled. The cave bear has advantage on Bite attacks against a creature it has grappled and may use a bonus action to inflict 15 (2d8 + 6) bludgeoning damage on the grappled creature.

**Bear Frenzy.** A cave bear is not slain if reduced to 0 HP.

Instead, it enters bear frenzy. While in bear frenzy the cave bear may continue to act normally. At the end of every turn that the cave bear is in bear frenzy, it must succeed on a DC 12 Constitution saving throw or die.

**Keen Scent.** The cave bear has advantage on Wisdom (Perception) checks that rely on scent.

## ACTIONS

---

**Multiattack.** The cave bear makes two attacks, only one of which can be a Bite attack.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.





TOME OF  
**HORRORS**

# GREATER BONE NEEDLE

CR1

*Medium beast, unaligned*

**Armor Class** 13

**Hit Points** 31 (7d8)

**Speed** 30 ft., climb 20 ft.

---

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 16 (+3) | 11 (+0) | 1 (-5) | 12 (+1) | 3 (-4) |

---

**Damage Immunities** Psychic

**Condition Immunities** charmed, frightened

**Languages** None

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

**Challenge** 1 (200 XP)

**Aversion to Daylight.** Bone needles shun light. While exposed to natural (not magical) sunlight, they have disadvantage on all attack rolls, saving throws, and skill checks.

**Bone Needle Poison.** The bite of a bone needle injects a syrupy neurotoxin that destroys flesh and weakens bone. A creature that fails its saving throw against bone needle poison gains the poisoned condition. While the creature is poisoned by bone needle poison, it also takes an extra 2 damage whenever it takes bludgeoning, piercing, or slashing damage. Cumulative bites do not increase the extra damage. The poisoned creature can repeat the saving throw after a long or short rest, ending the poisoned condition with a successful save. A *lesser restoration* spell or comparable magic also neutralizes the poison.

## ACTIONS

---

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

*Hit:* 12 (2d8 + 3) piercing damage and the target must make a successful DC 12 Constitution saving throw or suffer the effect of bone needle poison (see above).



TOME OF  
**HORRORS**

# MONSTROUS CRAYFISH

CR2

*Large beast, unaligned*

---

**Armor Class** 14 (natural armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 20 ft., swim 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

16 (+3)

10 (+0)

14 (+2)

1 (–5)

10 (+0)

2 (–5)

---

**Condition Immunities** frightened

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

**Languages** —

**Challenge** 2 (450 XP)

**Water Dependency.** A monstrous crayfish can survive out of water for seven hours. After this limit, a monstrous crayfish begins suffocating.

## ACTIONS

---

**Multiattack.** A monstrous crayfish makes two attacks.

**Pincer. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) slashing damage and the target is grappled (escape DC 15).

**Crush.** The monstrous crayfish crushes one creature that it has grappled. The target takes 7 (1d8 + 3) piercing damage.



TOME OF  
**HORRORS**



# FEI SHEI

# CR2

*Small beast, unaligned*

---

**Armor Class** 17 (natural armor)

**Hit Points** 82 (15d6 + 30)

**Speed** 10 ft., fly 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

8 (−1)

18 (+4)

15 (+2)

2 (−4)

12 (+1)

4 (−3)

---

**Damage Resistances** poison

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

**Languages** —

**Challenge** 2 (450 XP)

## ACTIONS

---

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

*Hit:* 9 (2d4 + 4) poison damage. The target must make a DC 10 Constitution saving throw or be poisoned until the beginning of the fei shei's next turn.

**Dazzle (recharges 5–6).** The fei shei opens a brightly-hued neck fan and subjects targets to a burst of disorienting colors. All targets within a 15-foot cone are affected as if by a *color spray* spell; roll 6d10 to determine how many hit points are affected and targets are blinded until the start of the fei shei's next turn in order of their hit points, as per the spell.



TOME OF  
**HORRORS**

# FLUTTERCAT

# CR7

*Medium beast, unaligned*

**Armor Class** 17 (natural)

**Hit Points** 162 (25d8 + 50)

**Speed** 40 ft., fly 50 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 20 (+5) | 15 (+2) | 2 (−4) | 16 (+3) | 6 (−2) |

---

**Skills** Perception +6, Stealth +8

**Senses** darkvision 120 ft., passive Perception 16

**Languages** —

**Challenge** 7 (2,900 XP)

**Soothing Purr.** A calm and happy fluttercat can purr almost like a housecat, and like its roar, a fluttercat's purr is suffused with magic. Those who spend at least an hour in close proximity to a purring fluttercat (including the fluttercat itself) are affected as if by a long rest and *lesser restoration*. A creature other than the fluttercat can receive this benefit no more than once per day.

## ACTIONS

---

**Multiattack.** The fluttercat makes one Bite attack and two Claw attacks.

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

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage, plus if the fluttercat hits one target with both Claw attacks on one turn, the target takes an additional 23 (5d6 + 6) slashing damage.

**Aerial Pounce.** Fluttercats are adept at using aerial dives to knock prey to the ground. If a fluttercat is both in the air and at least 10 feet above an opponent, the fluttercat may move up to twice its speed in a dive, ending with two Claw attacks. If both attacks hit, then in addition to extra damage the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

**Frightful Roar (recharge 6).** When a fluttercat roars, the sound is magically projected and amplified, causing all creatures that can hear it and that are within 60 feet of it to make a successful DC 12 Constitution saving throw or be stunned for 1d3 rounds.



TOME OF  
**HORRORS**

# FOREST STALKER

CR5

*Large beast, unaligned*

---

**Armor Class** 19 (natural armor)

**Hit Points** 121 (22d10)

**Speed** 50 ft., climb 30 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

18 (+4)

18 (+4)

15 (+2)

3 (–4)

12 (+1)

8 (–1)

---

**Skills** Perception +7, Stealth +10

**Senses** passive Perception 17

**Languages** —

**Challenge** 5 (1,800 XP)

**Natural Camouflage.** The forest stalker's coat can transform to resemble whatever surface it is resting on. While it does not move, it is indistinguishable from its environment and can't be detected unless a creature actually blunders into it.

**Stealthy.** A forest stalker has advantage on all Dexterity (Stealth) checks.

## ACTIONS

---

**Multiattack.** The forest stalker makes two Claw attacks and one Bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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





TOME OF  
**HORRORS**

# Musk Ox

CR<sup>1</sup>/<sub>2</sub>

*Medium beast, unaligned*

---

**Armor Class** 10

**Hit Points** 25 (2d8 + 16)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

16 (+3)

10 (+0)

16 (+3)

2 (−4)

10 (+0)

6 (−3)

---

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

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

## ACTIONS

---

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

*Hit:* 7 (1d8 + 3) piercing damage.



TOME OF  
**HORRORS**

# PLATYBELODON

# CR1

*Large beast, unaligned*

---

**Armor Class** 12 (natural armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

18 (+4)

10 (+0)

14 (+2)

2 (−4)

10 (+0)

6 (−3)

---

**Skills** Perception + 2

**Senses** passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

## ACTIONS

---

**Multiattack.** The platybelodon makes one Gore attack and one Trunk attack.

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

*Hit:* 8 (1d8 + 4) slashing damage.

**Trunk.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

*Hit:* 9 (1d10 + 4) bludgeoning damage



TOME OF  
**HORRORS**



# RHACOS

# CR6

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., fly 10 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 16 (+3) | 18 (+4) | 3 (−4) | 10 (+0) | 7 (−2) |

---

**Skills** Insight +3, Perception +6

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

**Languages** —

**Challenge** 6 (2,300 XP)

**Territorial Reflexes.** The rhacos can make any number of opportunity attacks in one round, but no more than one on any turn.

## ACTIONS

---

**Multiattack.** The rhacos makes one Bite attack and one Kick attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

**Kick.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage.

**Slashing Beak (recharge 4–6).** The rhacos wildly swings its neck around with its beak wide open. The rhacos makes a Bite attack against each creature within reach. A creature hit by one of these attacks is bleeding and loses 1 hit point at the start of each of its turns. A creature can use an action to make a DC 10 Wisdom (Medicine) check to staunch the bleeding, ending the condition on a success. Any magical healing ends this condition.



TOME OF  
**HORRORS**

# CAVE SCORPION

# CR2

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft., climb 20 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 12 (+1) | 13 (+1) | 2 (−4) | 10 (+0) | 2 (−4) |

---

**Skills** Perception +4, Stealth +4

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

**Languages** —

**Challenge** 2 (450 XP)

**Camouflage.** The cave scorpion has advantage on Dexterity (Stealth) checks it makes while in cavernous, rocky, or mountainous terrain.

## ACTIONS

---

**Multiattack.** The cave scorpion makes two Claw attacks and one Sting attack.

**Claw. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The scorpion has two claws, each of which can grapple only one Medium or smaller target.

**Sting. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 6 (2d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.



TOME OF  
**HORRORS**

# SEA COW

CR1

*Large beast, unaligned*

---

**Armor Class** 11

**Hit Points** 52 (8d10 + 8)

**Speed** 10 ft., swim 60 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

17 (+3)

13 (+1)

13 (+1)

4 (–3)

10 (+0)

4 (–3)

---

**Skills** Perception +4, Stealth +5

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

**Languages** —

**Challenge** 1 (200 XP)

**Hold Breath.** While out of water, the sea cow can hold its breath for one hour.

**Water Breathing.** The sea cow can breathe only underwater.

## ACTIONS

---

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

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





TOME OF  
**HORRORS**

# SPINY HORROR

CR<sup>1</sup>/<sub>4</sub>

*Tiny beast, unaligned*

**Armor Class** 12 (unarmored)

**Hit Points** 3 (1d4 – 1)

**Speed** 30 ft., climb 20 ft., swim 15 ft.

---

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 8 (–1) | 14 (+2) | 8 (–1) | 2 (–4) | 10 (+0) | 6 (–3) |

---

**Skills** Acrobatics +4, Athletics +1

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

**Languages** —

**Challenge** 1/4 (50 XP)

**Latching Pounce.** If the spiny horror moves at least 20 feet straight toward a creature and then hits with a Spine attack on the same turn, that target must succeed on a DC 12 Dexterity saving throw or the spiny horror latches on. While latched onto a target, the spiny horror can make one Bite attack against it as a bonus action. The spiny horror moves with the target and cannot remove itself. The target creature or an adjacent ally can make a successful DC 12 Strength check to remove the spiny horror.

## ACTIONS

---

**Multiattack.** The spiny horror makes one Bite attack and four Spine attacks.

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

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



TOME OF  
**HORRORS**

# STANK HOG

# CR2

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS   | CHA    |
|---------|---------|---------|--------|-------|--------|
| 16 (+3) | 11 (+0) | 14 (+2) | 4 (-3) | 8(-1) | 3 (-4) |

---

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Stank's Revenge.** Any piercing attack from the flank or rear has a 10% chance of popping the inflated anal gland of the stank hog, releasing the noxious flatulence and causing the full effect as described under the mephitic gas action. Additionally, any piercing or slashing critical hit from the flank or rear has a 50% chance of popping the inflated anal gland and triggering the mephitic gas action, the mighty blow cutting deep into the stank hog's thick hide and puncturing the gas-filled gland. If stank's revenge is activated, the hog can no longer use the mephitic gas attack until it is able to heal for one week.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit. *Hit:* 10 (2d6 + 3) piercing damage.

**Cut and Run.** *Melee Weapon Attack:* +5 to hit. *Hit:* 12 (2d8 + 3) slashing damage. The stank hog charges its opponent, often emerging from the cover of thick underbrush, and attempts to gore with its tusks and keep running to the safety of more underbrush, if present, or simply to put space between itself and the opponent. Any opponent gored in such a manner must make a DC 12 Dexterity saving throw or be knocked prone. The hog may or may not release its mephitic gas attack during this charge.

**Mephitic Gas (recharge 3–6).** While making an attack, the stank hog lets forth a vile gust of air accumulated in its specialized anal gland. Roll 1d20. On a result of less than 10, the anal gland deflates and adheres to itself, rendering the mephitic gas for that stank hog unusable until it completes a long or short rest. A result of 10 or higher creates a 10-foot-diameter gas cloud; 15 or higher creates a 20-foot-diameter gas cloud; and a roll of 20 creates a 30-foot-diameter gas cloud. The effect is immediate and profound, affecting all creatures within the cloud. Any creature that starts its turn within the gaseous cloud or enters the cloud on its turn must make a successful Constitution saving throw, the save DC equaling the stank hog's roll, or become incapacitated. While incapacitated from the mephitic gas, the creature lies upon the ground with eyes stinging and vomit flowing. An incapacitated creature may make another saving throw at the start of its turn, ending the effect upon itself on a success. The mephitic gas lasts for 1d4 + 1 rounds, lingering in the same area unless a strong wind disperses it. The stank hog is immune to its own and other stank hogs' mephitic gas.



TOME OF  
**HORRORS**



# STANK PIGLET

CR<sup>1</sup>/<sub>2</sub>

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

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

---

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Stank's Revenge.** Any piercing attack from the flank or rear has a 10% chance of popping the inflated anal gland of the piglet, releasing the noxious flatulence and causing the full effect as described under the mephitic gas action. Additionally, any piercing or slashing critical hit from the flank or rear has a 50% chance of popping the inflated anal gland and triggering the mephitic gas action, the mighty blow cutting deep into the piglet's tender hide and puncturing the gas-filled gland. If stank's revenge is activated, the piglet can no longer use the mephitic gas attack until able to heal for one week.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit. *Hit:* 3 (1d4) piercing damage.

**Mephitic Gas (recharge 6).** While making an attack, the stank hog lets forth a vile gust of air accumulated in its specialized anal gland. Roll 1d20. On a result of less than 10, the anal gland deflates and adheres to itself, rendering the mephitic gas for that stank hog unusable until it completes a long or short rest. A result of 10 or higher creates a five-foot-diameter gas cloud; 15 or higher creates a 10-foot-diameter gas cloud. The effect is immediate and profound, affecting all creatures within the cloud. Any creature that starts its turn within the gaseous cloud or enters the cloud on its turn must make a successful Constitution saving throw, the save DC equaling the stank hog's roll, or become incapacitated. While incapacitated from the mephitic gas, the creature lies upon the ground with eyes stinging and vomit flowing. An incapacitated creature may make another saving throw at the start of its turn, ending the effect upon itself on a success. The mephitic gas lasts 1d4 + 1 rounds, lingering in the same area unless a strong wind disperses it. The stank hog is immune to its own and other stank hogs' mephitic gas.



TOME OF  
**HORRORS**

# STEGOCENTIPEDE

CR4

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d12 + 18)

**Speed** 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 15 (+2) | 14 (+2) | 1 (-5) | 10 (+0) | 6 (-2) |

---

**Condition Immunities** charmed, prone, restrained

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

**Languages** —

**Challenge** 4 (1,100 XP)

**Spines.** A creature that makes a melee attack against a stegocentipede while within five feet of the stegocentipede must make a successful DC 12 Dexterity saving throw or take 6 (1d8 + 2) slashing damage from spines on the stegocentipede's carapace.

## ACTIONS

---

**Multiattack.** The stegocentipede makes one Bite attack and one Sting attack.

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

**Sting. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage and the target must make a successful DC 12 Constitution saving throw or be poisoned. While poisoned, the creature takes 7 (2d6) poison damage at the start of its turn. A poisoned creature repeats the saving throw at the start of its turn, ending the effect on itself with a success.



TOME OF  
**HORRORS**

# SWARM OF CARNIVOROUS FISH

# CR1

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 0 ft., swim 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 14 (+2) | 10 (+0) | 1 (-5) | 7 (-2) | 2 (-4) |

---

**Damage Resistance** bludgeoning, piercing, slashing

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

**Senses** darkvision 60 ft., passive Perception 8

**Challenge** 1 (200 XP)

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

**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.

**Water Breathing.** The swarm can breathe only underwater.

## ACTIONS

---

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) if the swarm has fewer than half its starting hit points.





TOME OF  
**HORRORS**

## SWARM OF FLYING SCORPIONS

CR1

*Medium swarm of tiny beast, unaligned*

---

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** fly 30 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

3 (−4)

13 (+1)

10 (+0)

1 (−5)

7 (−2)

1 (−5)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

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

### ACTIONS

---

**Stings.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 16 (6d4 + 1) poison damage, or 8 (3d4 + 1) poison damage if the swarm has half or fewer hit points.



TOME OF  
**HORRORS**

## SWARM OF HOSTILE BIRDS

CR<sup>1</sup>/<sub>4</sub>

*Medium swarm of tiny beasts, unaligned*

---

**Armor Class** 12

**Hit Points** 31 (7d8)

**Speed** 10 ft., fly 50 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

6 (–2)

14 (+2)

10 (+0)

3 (–4)

12 (+1)

6 (–2)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** passive Perception 11

**Challenge** 1/4 (50 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

---

**Beaks.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the hostile bird swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing if the swarm has half its initial hit points or fewer.



TOME OF  
**HORRORS**



## SWARM OF STIRGES

CR5

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 58 (13d8)

**Speed** 10 ft., fly 40 ft.

---

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 3 (−4) | 19 (+4) | 10 (+0) | 1 (−5) | 12 (+1) | 6 (−2) |

---

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 15

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

### ACTIONS

---

**Blood Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 15 (6d4) piercing damage, and the stirges attach to the target. While attached, the stirges don't attack. Instead, at the start of each of the swarm's turns, the target loses 15 (6d4) hit points due to blood loss.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 30 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirges.



TOME OF  
**HORRORS**

# TROLL PONY

CR1

*Large beast, unaligned*

**Armor Class** 13 (natural)

**Hit Points** 45 (6d10 + 12)

**Speed** 60 ft., swim 60 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 13 (+1) | 15 (+2) | 2 (−4) | 12 (+1) | 5 (−3) |

---

**Skills** Perception +3

**Resistances** slashing damage from nonmagical attacks

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Semi-aquatic.** A troll pony suffers no penalties in underwater movement or combat and can remain underwater for up to an hour without needing to surface for breath.

## ACTIONS

---

**Multiattack.** The troll pony makes one Ram attack, one Tusks attack, and two Claw attacks. Instead of the two Claw attacks, it can choose to make a single Tail Slap.

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

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

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

**Tail Slap. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

## TRAINING A TROLL PONY

A troll pony raised from birth by humanoids can serve as a pack animal or, with proper training, bear a rider, even in combat, on land or sea. Wild-born troll ponies are not typically trainable, especially not for riding. Training a captive-bred troll pony as a combat mount takes six weeks of work followed by a successful DC 20 Wisdom (Animal Handling) check.

Troll ponies bond heavily to one rider at a time and behave poorly when ridden by unfamiliar people. During the first month with a new rider, all ride checks are made at disadvantage, and the new rider must be sure to ride the troll pony every day to establish a good relationship. Troll ponies also respond poorly to rough handling or abuse, requiring a balance of firm boundaries and gentle patience. Once a troll pony bonds to a new rider, however, it becomes a courageous and loyal companion, often compared to a large, ugly dog.

Well-bred troll pony “pups” are worth 700 gp apiece on the animal market, while a well-trained adult costs three times that at a minimum. Professional trainers charge 1,000 gp to rear or train a troll pony. Cheaper troll ponies may be available in small, coastal towns where they are native, but these are likely to be better suited for hauling than riding.



TOME OF  
**HORRORS**

# WAKANDAGI

CR3

*Large beast, unaligned*

---

**Armor Class** 16

**Hit Points** 102 (12d10 + 36)

**Speed** 20 ft., swim 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

16 (+3)

16 (+3)

16 (+3)

1 (-5)

13 (+1)

4 (-3)

---

**Skills** Perception +5

**Senses** passive Perception 15

**Challenge** 3 (700 XP)

**Amphibious.** Wakandagi can breathe both air and water.

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

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

## ACTIONS

---

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

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





TOME OF  
**HORRORS**

# BERBEROKA

CR4

*Large giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., swim 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 6 (−2) | 8 (−1) | 6 (−2) |

---

**Skills** Stealth +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

**Amphibious.** Berberoka can breathe air and water.

**Aquatic Stealth.** Berberoka have advantage on stealth checks made while in water.

**Fisherman's Friend.** Berberoka secrete a substance that attracts fish and when in water draw all fish of Intelligence 1 within a 100-yard radius to their location. A slain berberoka yields 3d6 doses of fisherman's friend (as it is commonly called), and each dose sells for 100gp.

## ACTIONS

---

**Multiattack.** Berberoka make two Fist attacks.

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

**Hit:** 13 (2d8 + 4) bludgeoning damage. Target is grappled (Escape DC 14). If both fist attacks hit, target is also restrained.

**Drown.** The berberoka can submerge along with any grappled or restrained targets. It then engages in a Strength ability contest with its grappled or restrained targets to force the air from their lungs. If the berberoka succeeds, the target begins drowning (see rules for suffocation). Contests against grappled opponents are normal, but the berberoka has advantage on contests against targets that are grappled and restrained.



TOME OF  
**HORRORS**

# ABERRANT GIANT

CR4

*Large giant, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 20 ft.

---

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 8 (-1) | 17 (+3) | 7 (-2) | 14 (+2) | 6 (-2) |

---

**Skills** Intimidation +4, Perception +6

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

**Languages** Giant

**Challenge** 4 (1,100 XP)

## ACTIONS

---

**Multiattack.** The aberrant giant makes two Greatclub attacks or makes one Greatclub attack and uses Eye of Balor once.

**Greatclub.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (5d6 + 6) slashing damage.

**Eye of Balor.** The aberrant giant magically forces a creature it can see within 60 feet to make a DC 13 Wisdom saving throw or be magically cursed for one hour. Until the curse ends, the target has disadvantage on attack rolls against the aberrant giant.



TOME OF  
**HORRORS**



# SEA GIANT

CR9

*Large giant, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 40 ft., swim 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 14 (+2) | 20 (+5) | 17 (+3) | 18 (+4) | 19 (+4) |

---

**Saving Throws** Con +9

**Skills** Acrobatics +6, Athletics +13, Intimidation +8, Perception +8, Stealth +6

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Aquan, Common, Giant

**Challenge** 9 (5,000 XP)

**Amphibious.** Sea giants can breathe air and water.

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

At will: *create or destroy water*, *detect magic*

5/day: *control water*

3/day: *control weather*

## ACTIONS

---

**Multiattack.** The sea giant makes two Slam attacks.

**Slam. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target.

*Hit:* 18 (2d8 + 9) bludgeoning damage.

**Rock. Ranged Weapon Attack:** +13 to hit, range 60/240 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

**Crushing Pressure (recharge 5–6).** The sea giant chooses an area of water no larger than a 50-foot cube within 30 feet of it. The water pressure within the space magically increases, and creatures within the area treat it as difficult terrain. In addition, any creature who enters or begins its turn within the area must make a DC 18 Constitution saving throw, taking 18 (4d8) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. The area remains affected by this magic for one minute, until the sea giant dismisses it as an action, or until the sea giant dies.



TOME OF  
**HORRORS**

# VOLCANO GIANT

# CR13

*Huge giant, chaotic neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 187 (15d12 + 90)

**Speed** 40 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 15 (+2) | 22 (+6) | 16 (+3) | 18 (+4) | 18 (+4) |

---

**Saving Throws** Con +11

**Skills** Acrobatics +7, Intimidation +9, Nature +8, Perception +9

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** passive Perception 19

**Languages** Giant, Ignan

**Challenge** 13 (10,000 XP)

**Heated Body.** The volcano giant's attacks deal an additional 7 (2d6) fire damage (included in the attacks below).

## ACTIONS

---

**Multiattack.** The volcano giant makes one one-handed Spear attack and one Slam attack, or two Slam attacks.

**Spear. Melee or Ranged Weapon Attack:** +14 to hit, reach 10 ft. or range 40/120 ft., one target. **Hit:** 23 (4d6 + 9) piercing damage plus 7 (2d6) fire damage, or 27 (4d8 + 9) piercing damage plus 7 (2d6) fire damage if used with two hands to make a melee attack.

**Slam. Melee Weapon Attack:** +14 to hit, reach 15 ft., one target. **Hit:** 19 (3d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

**Rock. Ranged Weapon Attack:** +14 to hit, range 60/240 ft., one target. **Hit:** 27 (4d8 + 9) bludgeoning damage plus 7 (2d6) fire damage.

**Sulfuric Breath (recharge 5–6).** The volcano giant exhales a cloud of warm sulfuric gas in a 30-foot cone. All creatures in the area must succeed on a DC 19 Constitution saving throw or take 35 (10d6) acid damage and be poisoned for one minute.



TOME OF  
**HORRORS**

# HALF-OGRE ENFORCER

# CR6

*Large giant (half-ogre), neutral evil*

**Armor Class** 17 (chain mail armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 13 (+1) | 16 (+3) | 8 (–1) | 10 (+0) | 10 (+0) |

---

**Saving Throws** Str +6, Con +6

**Skills** Intimidation +3, Perception +3, Survival +2

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Giant

**Challenge** 6 (2,300 XP)

**Action Surge (recharges after a short or long rest).** The half-ogre enforcer may make one additional action on its turn on top of its normal action (and possible bonus action).

**Defense.** The half-ogre enforcer gains +1 to its Armor Class while wearing armor (included above)

**Great Weapon Fighting.** When the half-ogre enforcer rolls a 1 or a 2 on a damage die for an attack it makes with a melee weapon that it is wielding with two hands, it may reroll the die and must use the new roll.

**Improved Critical.** The half-ogre enforcer's weapon attacks score a critical hit on a roll of 19 or 20.

## ACTIONS

---

**Multiattack.** The half-ogre enforcer makes two melee or two ranged weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

## BONUS ACTIONS

---

**Second Wind (recharges after a short or long rest).** The half-ogre enforcer may regain 1d10 + 8 hit points.





TOME OF  
**HORRORS**

# JOKAO

CR6

*Huge giant, chaotic evil*

---

**Armor Class** 20 (natural armor)

**Hit Points** 115 (10d12 + 50)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

22 (+6)

12 (+1)

20 (+5)

10 (+0)

9 (–1)

9 (–1)

---

**Saving Throws** Str +9, Con +8, Wis +2

**Skills** Athletics +12, Perception +5

**Damage Vulnerabilities** thunder

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

**Senses** passive Perception 15

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Stonecoat.** While they are highly resistant to physical damage, jokao are vulnerable to thunder damage. If a jokao takes thunder damage, it must make a DC 20 Constitution save. On a failed save, its Armor Class is reduced by 1d6; even on a success, the jokao's Armor Class is still reduced by 1, down to a minimum of 10. Once a jokao's Armor Class is reduced to 10, all other damage resistance is lost. Any Armor Class lost in this fashion regenerates at a rate of 1 Armor Class per day.

## ACTIONS

---

**Multiattack.** The jokao makes two Fist attacks.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.



TOME OF  
**HORRORS**

# NAZALOR

# CR6

*Large giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 15 (+2) | 20 (+5) | 9 (−1) | 12 (+1) | 7 (−2) |

---

**Skills** Perception +4, Stealth +5

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

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Rage (1/long rest).** As a bonus action, the nazalor can whip itself into a roaring frenzy. When it does so, it gains advantage on attack rolls, inflicts +4 damage on melee attacks, and gains resistance to bludgeoning, piercing, and slashing damage. This rage lasts for one minute, after which it ends and the nazalor gains a level of exhaustion.

**Regeneration.** The nazalor regains 10 hit points at the start of its turn if it has at least 0 hit points.

**Scent.** The nazalor has advantage on Wisdom (Perception) checks that involve scent and it can track by scent.

**Stunning Strike.** If a creature is hit by the nazalor's bite attack and one of its claw attacks in the same round, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

## ACTIONS

---

**Multiattack.** The nazalor makes one Bite attack and two Claw attacks.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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



TOME OF  
**HORRORS**



# BLACK TROLL

# CR8

*Large giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 94 (9d10 + 45)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 21 (+5) | 12 (+1) | 20 (+5) | 11 (+0) | 13 (+1) | 7 (−2) |

---

**Skills** Perception +4, Stealth +4

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

**Damage Immunities** fire

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

**Languages** Common, Giant

**Challenge** 8 (3,900 XP)

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

**Fire Absorption.** When the black troll is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt. In addition, until the end of its next turn, the black troll deals an additional 3 (1d6) fire damage with each of its attacks.

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

## ACTIONS

---

**Multiattack.** The black troll makes one Bite attack and two Claw attacks.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one creature.

*Hit:* 8 (1d6 + 5) piercing damage.

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target.

*Hit:* 12 (2d6 + 5) slashing damage.



TOME OF  
**HORRORS**

# SEA TROLL

CR7

*Large giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 94 (9d10 + 45)

**Speed** 30 ft., swim 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 14 (+2) | 20 (+5) | 7 (–2) | 9 (–1) | 5 (–3) |

---

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant

**Challenge** 7 (2,900 XP)

**Keen Hearing.** The sea troll has advantage on Wisdom (Perception) checks that rely on hearing.

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

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

## ACTIONS

**Multiattack.** The troll makes one Piscine Mutation attack and two Claw attacks.

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

*Hit:* 11 (2d6 + 4) slashing damage.

**Piscine Mutations.** The sea troll has one or more of the following attack options, provided it has the appropriate anatomy:

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

**Poison Quills. Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

**Tentacle. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature.



TOME OF  
**HORRORS**

# ALLOSAURUS

# CR2

*Large beast, unaligned*

---

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 60 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

19 (+4)

13 (+1)

17 (+3)

2 (−4)

12 (+1)

5 (−3)

---

**Skills** Perception +5 **Senses** passive Perception 15

**Languages** —

**Challenge** 2 (450 XP)

**Pounce.** If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

## ACTIONS

---

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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





TOME OF  
**HORRORS**

# DINOSAUR, ANKYLOSAURUS

CR4

*Huge beast, unaligned*

---

**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 30 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

21 (+5)

11 (+0)

16 (+3)

2 (−4)

10 (+0)

6 (−2)

---

**Senses** passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

## ACTIONS

---

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

**Hit:** 23 (4d8 + 5) bludgeoning damage and Large or smaller targets must succeed on a DC 16 Strength check or be knocked prone and stunned until the end of their next turn.



TOME OF  
**HORRORS**

# DINOSAUR, DIPLODOCUS

# CR10

*Gargantuan beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 198 (12d20 + 72)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 23 (+6) | 2 (−4) | 14 (+2) | 5 (−3) |

---

**Skills** Athletics +9

**Damage Resistances** bludgeoning

**Senses** passive Perception 12

**Languages** —

**Challenge** 10 (5,900 XP)

**Trampling Charge.** If the Diplodocus moves at least 20 feet straight toward a creature and then hits it with a tail attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Diplodocus can make one stomp attack against it as a bonus action.

**Unstoppable.** The Diplodocus has advantage on ability checks and saving throws against effects that would restrain it or knock it prone.

## ACTIONS

---

**Multiattack.** The Diplodocus makes two Tail Whip attacks.

**Tail Whip. Melee Weapon Attack:** +9 to hit, reach 20 ft., one target. **Hit:** 18 (3d8 + 5) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength check or be knocked prone.

**Stomp. Melee Weapon Attack:** +9 to hit, reach 5 ft., one prone creature. **Hit:** 21 (3d10 + 5) bludgeoning damage.

## LEGENDARY ACTIONS

---

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

**Move.** The Diplodocus moves up to half its speed.

**Stomp (costs 2 actions).** The Diplodocus makes one stomp attack.

**Whip Crack (costs 3 actions).** The Diplodocus whips its tail in the air to create a thunderous crack. Each creature within 20 feet of it must succeed on a DC 17 Wisdom saving throw or take 14 (4d6) thunder damage and become frightened until the end of its next turn.



TOME OF  
**HORRORS**



# DINOSAUR, HADROSAUR

# CR2

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 76 (8d12 + 24)

**Speed** 30 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 11 (+0) | 17 (+3) | 2 (−4) | 10 (+0) | 6 (−2) |

---

**Senses** passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

***Trampling Charge.*** If the Hadrosaur moves at least 20 feet straight toward a creature and hits that creature with a Ram attack on the same turn, that target must succeed on a DC 13 Strength check or be knocked prone. If the target is knocked prone, the Hadrosaur may make one Stomp attack against it as a bonus action.

## ACTIONS

---

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

*Hit:* 9 (1d10 + 4) bludgeoning damage.

***Stomp.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 17 (3d8 + 4) bludgeoning damage.



TOME OF  
**HORRORS**

# IGUANODON

CR6

*Huge beast, unaligned*

---

**Armor Class** 15 (natural armor)

**Hit Points** 96 (11d12 + 24)

**Speed** 30 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

18 (+4)

12 (+1)

17 (+3)

2 (−4)

12 (+1)

6 (−2)

---

**Senses** passive Perception 11

**Languages** —

**Challenge** 6 (2300 XP)

## ACTIONS

---

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

**Thumb Spike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or lose 4 (1d8) hit points at the start of each of its turns until healed with magic.



TOME OF  
**HORRORS**

# DINOSAUR, PTERANODON

# CR1

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 10 ft., fly 60 ft.

---

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 13 (+1) | 17 (+3) | 12 (+1) | 2 (−4) | 8 (−1) | 7 (−2) |

---

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

**Dive.** If the Pteranodon dives at least 30 feet straight toward a target and then hits it with a Bite attack on the same turn, the target takes an additional 7 (2d6) piercing damage.

**Flyby.** The Pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

## ACTIONS

---

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





TOME OF  
**HORRORS**

# PTERODACTYL

CRO

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 50 ft.

---

| STR    | DEX     | CON    | INT    | WIS     | CHA     |
|--------|---------|--------|--------|---------|---------|
| 2 (–4) | 14 (+2) | 8 (–1) | 2 (–1) | 12 (+1) | 10 (+0) |

---

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

## ACTIONS

---

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

*Hit:* 1 piercing damage.



TOME OF  
**HORRORS**

# DINOSAUR, RAPTOR

CR3

*Large beast, unaligned*

---

**Armor Class** 15 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 40 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

12 (+1)

16 (+3)

12 (+1)

6 (–2)

14 (+2)

10 (+0)

---

**Skills** Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Sharp Senses.** Raptors have advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

---

**Multiattack.** The raptor makes one Bite attack and one Claw attack or two Claw attacks.

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

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the raptor hits the same target with two Claw attacks on the same turn, it inflicts an additional 4 (1d8) slashing damage.



TOME OF  
**HORRORS**



# DINOSAUR, RAPTORS, MUTANT

# CR4

*Large magical beast, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 40 ft.

---

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 16 (+3) | 12 (+1) | 6 (−2) | 14 (+2) | 10 (+0) |

---

**Skills** Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** —

**Challenge** 4 (1,100 XP)

**Magical Mutation.** A mutant raptor can innately cast one of the following spells using Wisdom as its spellcasting ability score (spell save DC 12, +4 to hit with magical attacks): *enlarge/ reduce*, *invisibility*, *misty step*, or *scorching ray*

**Sharp Senses.** Raptors have advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

---

**Multiattack.** The mutant raptor makes one Bite attack and one Claw attack or two Claw attacks.

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

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage. If the raptor hits the same target with two claw attacks on their turn, they inflict an additional 4 (1d8) slashing damage.



TOME OF  
**HORRORS**

# TRICERATOPS KING

CR12

*Gargantuan monstrosity, neutral good*

**Armor Class** 15 (natural armor)

**Hit Points** 294 (19d20 + 95)

**Speed** 60 ft.

---

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 10 (+0) | 20 (+5) | 15 (+2) | 17 (+3) | 16 (+3) |

---

**Saving Throws** Str +11, Con +9, Wis +7

**Skills** Insight +7, Perception +7

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** darkvision 60 ft, passive Perception 17

**Languages** Sylvan

**Challenge** 12 (8,400 XP)

**Herd Master.** The Triceratops king may cast spells with the range of touch on allies if within 30 feet.

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

At will: *cure wounds*, *Speak with animals*, *Speak with plants*

3/day each: *hold person*, *moonbeam*, *spike growth*

1/day each: *dispel magic*, *conjure animals*

**Magic Resistance.** The Triceratops king has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Triceratops king's weapon attacks are magical.

## ACTIONS

---

**Multiattack.** The Triceratops king makes two Gore attacks.

**Gore.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

*Hit:* 29 (4d10 + 7) piercing damage.

**Stomp.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone target. *Hit:* 26 (3d12 + 7) type damage.

## LEGENDARY ACTIONS

---

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

**Rampage.** The Triceratops king makes a Gore and a Stomp attack.

**Bolster Herd (costs 2 actions).** The Triceratops king's allies within 30 feet may immediately attempt a saving throw against an ongoing effect.

**Herd Charge (costs 2 actions).** All allies within 30 feet or the Triceratops king take a move and an action.



TOME OF  
**HORRORS**



# TYRANNOSAURUS KING

CR12

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 313 (19d20 + 114)

**Speed** 60 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 26 (+8) | 10 (+0) | 22 (+6) | 14 (+2) | 14 (+2) | 9 (–1) |

**Saving Throws** Str +12, Con +10, Wis +6

**Skills** Perception +6

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

**Condition Immunities** poisoned

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

**Languages** Sylvan

**Challenge** 12 (8,400 XP)

**Cloud of Carrion.** The Tyrannosaurus king is surrounded by a cloud of buzzing insects and the ripe stench of rotting carcasses. All creatures that begin their turn within 15 feet of the Tyrannosaurus king must succeed at a DC 15 Constitution saving throw or gain the poisoned condition until they begin their turn more than 15 feet from the Tyrannosaurus king. A creature that saves against this effect is immune to it for 24 hours.

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

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

3/day: *animate dead*

1/day: *circle of death*

**Magic Resistance.** The Triceratops king has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Triceratops king's weapon attacks are magical.

## ACTIONS

**Multiattack.** The Tyrannosaurus king makes one Bite attack and one Tail attack. The Tyrannosaurus king may substitute a swallow attack for its bite attack. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage.

**Swallow.** The Tyrannosaurus king makes a Bite attack, and if it hits,

the creature must succeed at a DC 18 Dexterity saving throw or be swallowed if the creature is Large sized or smaller. While swallowed, the creature is blind and restrained, it has total cover against attacks and other effects that originate from outside the Tyrannosaurus king and it takes 39 (6d12) acid damage at the start of the Tyrannosaurus king's turn. The Tyrannosaurus king can have only two Large-sized creatures, four Medium-sized creatures, or six Small-sized creatures swallowed at one time.

If the Tyrannosaurus king takes 50 damage or more on a single turn from a creature inside it, the Tyrannosaurus king must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Tyrannosaurus king. If the Tyrannosaurus king dies, all swallowed creatures are no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

**Legendary Actions**

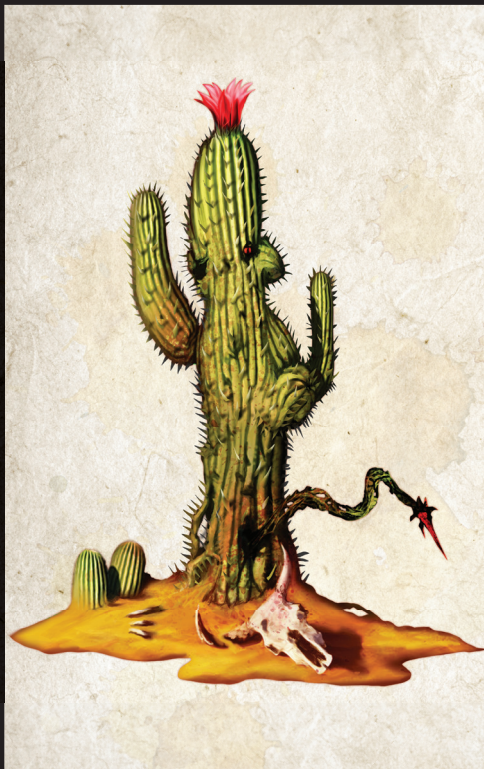
The Tyrannosaurus king can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Tyrannosaurus king regains spent legendary actions at the start of its turn.

**Rampage.** The Tyrannosaurus king makes a Bite and a Tail attack.

**Gobble (costs 2 actions).** The Tyrannosaurus king makes two swallow actions.

**Spit (costs 2 actions).** The Tyrannosaurus king spits up to two creatures it has swallowed at up to two targets. This is a ranged weapon attack made at +4 to hit, with a range of 20/40 feet, and inflicts 27 (5d10) bludgeoning damage on the creature hit and the creature spit out. Both the creature hit and the one spit out must succeed at a DC 20 Strength saving throw or become prone.





TOME OF  
**HORRORS**

# BLOOD KAKTOS

# CR2

*Large plant, lawful neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 25 ft.

---

| STR     | DEX     | CON     | INT     | WIS    | CHA    |
|---------|---------|---------|---------|--------|--------|
| 17 (+3) | 10 (+0) | 14 (+2) | 10 (+0) | 9 (-1) | 7 (-2) |

---

**Skills** Stealth +4, Perception (+3 or +1)

**Damage Resistances** fire

**Damage Vulnerabilities** cold

**Condition Immunities** deafened

**Senses** darkvision 60 ft., passive Perception 13 (or 11)

**Languages** Blood kaktos telepathy

**Challenge** 2 (450 XP)

**Silent Slither.** The blood kaktos has advantage on Dexterity (Stealth) checks to move silently through sand when sneaking up on prey.

**Telepathic Communication.** The blood kaktos cannot speak, but it can communicate with others of its kind through telepathic communication. The communication consists of the conveyance of emotions and intent, allowing groups of blood kaktoses to loosely coordinate attacks against prey.

## ACTIONS

**Multiattack.** The blood kaktos makes two Prickly Punch attacks.

**Prickly Punch.** *Melee attack:* +5, range 5 ft. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage. If both prickly punch attacks are successful against the same target, the blood kaktos embraces the victim, who is grappled and restrained until it breaks the embrace. The blood kaktos extends its proboscis to penetrate any exposed skin, writhing through armor joints if need be. This is an automatic hit that causes its victim to lose 3 (1d4 + 1) hit points at the beginning of the target's turn as the blood kaktos gorges upon the victim's blood. If the victim breaks free from the embrace, the blood kaktos immediately retracts its proboscis, fearing damage to its delicate organ. The victim can use an action to attempt a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to escape. A victim that escapes the embrace sustains an additional 3 (1d6) slashing damage as the needles rip the escapee's flesh.

**Huff and Puff (recharge 4–6).** The blood kaktos inhales air into the space between its outer layer of skin and its inner membranous tissue and then forces it out sharply, spraying needles in all directions over a 10-foot radius. Any creature within this area must make a DC 14 Dexterity saving throw. Those that fail the saving throw take 9 (2d8) piercing damage from the flying needles while those that succeed take half this amount.



TOME OF  
**HORRORS**

# FACELESS

CR10

*Medium fiend, chaotic evil*

**Armor Class** 18

**Hit Points** 132 (24d8 + 24)

**Speed** 30 ft.

---

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

---

**Saving Throws** Dex +8, Wis +8

**Skills** Athletics +8, Acrobatics +12, Sleight of Hand +12, Stealth +12, Investigation +11, Insight +12, Perception +12, Survival +12, Deception +10, Intimidation +10, Persuasion +10

**Senses** darkvision 60 ft., passive Perception 22

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Anonymous.** Any eyewitness to an attack committed by a faceless must make a DC 22 Wisdom saving throw when recalling the crime. On a failure, the witness falsely remembers that the crime was committed by either a random stranger or by an individual that the witness believes most likely to have committed the crime.

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

**Blur.** The outline of the faceless shifts and shimmers as if under a blur spell. Attacks against the faceless are at disadvantage. Attackers that do not rely on sight or that can see through illusions are immune to this effect.

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

**Sneak Attack** (1/turn). The faceless deals an extra 16 (5d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the Attack roll.

## ACTIONS

**Multiattack.** The faceless makes two Dagger attacks.

**Dagger.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.



TOME OF  
**HORRORS**



# COBRA FLOWER

CR2

*Large plant, unaligned*

---

**Armor Class** 11

**Hit Points** 51 (6d10 + 18)

**Speed** 5 ft.

---

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

17 (+3)

13 (+1)

16 (+3)

1 (–5)

13 (+1)

9 (–1)

---

**Damage Vulnerabilities** necrotic

**Damage Immunities** psychic

**Condition Immunities** frightened, exhaustion, stunned, unconscious

**Senses** tremorsense 30 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

## ACTIONS

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and 4 (1d8) acid damage.



TOME OF  
**HORRORS**

# FLOWERSHROUD

# CR1

*Large plant, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 24 (4d10 + 3)

**Speed** 5 ft., climb 5 ft.

---

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 6 (–2) | 12 (+1) | 12 (+1) | 1 (–5) | 10 (+0) | 6 (–2) |

---

**Damage Resistances** bludgeoning and piercing from nonmagical attacks

**Damage Immunities** psychic damage

**Condition Immunities** charmed, deafened, frightened, prone, stunned, unconscious

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

**Languages** —

**Challenge** 1 (200 XP)

**False Appearance.** A patch of flowershroud looks completely natural to the untrained eye. It always has advantage on Stealth checks, and attempts to detect the flowershroud rely on a character's Nature skill, not Perception.

**Shroudblossom Poison.** The flowershroud releases a virulent poison each time it lashes out with its thorn strands. Any creature struck by the flowershroud must succeed on a DC 11 Constitution saving throw or be poisoned, falling prone and going into convulsions for one minute. During this time, the creature is incapacitated and cannot take any actions or reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## ACTIONS

---

**Multiattack.** The flowershroud makes three Thorn Strand attacks.

**Thorn Strand.** *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a successful DC 11 Constitution saving throw or be affected by shroudblossom poison.



TOME OF  
**HORRORS**



# GNARLWOOD

CR8

*Huge plant, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 132 (11d12 + 55)

**Speed** 30 ft.

---

| STR     | DEX    | CON     | INT     | WIS     | CHA    |
|---------|--------|---------|---------|---------|--------|
| 22 (+6) | 9 (-1) | 20 (+5) | 13 (+1) | 13 (+1) | 8 (-1) |

---

**Skills** Perception +4, Stealth +5

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

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

**Languages** Common

**Challenge** 8 (3,900 XP)

**Innate Spellcasting.** The gnarlwood can cast the following, using Wisdom as its spellcasting ability (spell save DC 12, spell attack bonus +4). The gnarlwood doesn't need material components to use these abilities:

At will: *ray of sickness*

3/day each: *animate dead*, *blight*, *inflict wounds*

1/day each: *circle of power*, *dispel evil and good*

1/week: *circle of death*

**Protected from Good.** Good-aligned creatures have disadvantage when attacking a gnarlwood, and it can't be charmed, frightened, or possessed by a good-aligned creature.

**Unhallowed Aura.** When an undead creature within 30 feet of a gnarlwood makes an attack roll or a saving throw, it can add 1d4 to the result.

## ATTACKS

---

**Multiattack.** A gnarlwood makes four Clawed Branch attacks.

**Clawed Branch.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) slashing damage. If a single target is hit by two of the gnarlwood's Clawed Branch attacks in a single turn, that target automatically takes an additional 15 (2d8 + 6) slashing damage and is grappled.





TOME OF  
**HORRORS**

# TOME OF HORRORS 2020 DECK TWO

- Aberrant Giant
- Afanc
- Allosaurus
- Ant Lion
- Arcanoplasm
- Baboonwere
- Bake Kujira
- Berberoka
- Black Troll
- Blood Kaktos
- Burning Dervish
- Caterwaul
- Cave Bear
- Cave Fisher
- Cave Scorpion
- Chaos Knight
- Churr
- Cobra Flower
- Corpse-spinner
- Death Weaver
- Death Worm
- Deepmind
- Dinosaur, Ankylosaurus
- Dinosaur, Diplodocus
- Dinosaur, Hadrosaur
- Dinosaur, Pteranodon
- Dinosaur, Raptor
- Dinosaur, Raptors, Mutant
- Dire Ape
- Dire Corby
- Drider-Goblin
- Faceless
- Fei Shei
- Fen Witch
- Flowershroud
- Fluttercat
- Forest Stalker
- Giant Sea Leech
- Gillmonkey
- Gnarlwood
- Greater Abyssal Basilisk
- Greater Bone Needle
- Gribbon
- Gronk
- Half-Ogre Enforcer
- Iguanodon
- Jokao
- Kaiju, Galazon
- Leechfolk
- Monster of Set
- Monstrous Crayfish
- Musk Ox
- Nazalor
- Platybelodon
- Pterodactyl
- Pyrolisk
- Rhacos
- Sea Cow
- Sea Giant
- Sea Troll
- Spiny Horror
- Sporc
- Stank Hog
- Stank Piglet
- Stegocentipede
- Surf Lurker
- Swarm of Carnivorous Fish
- Swarm of Flying Scorpions
- Swarm of Hostile Birds
- Swarm of Stirges
- Thunder Terrier
- Triceratops King
- Troll Pony
- Tusk Lord
- Tyrannosaurs King
- Tyrannosaurus Rattus
- Volcano Giant
- Wakandagi



**NECROMANCER**  
**Games™**

# NECROMANCER Games

