

MINECRAFT × **DUNGEONS & DRAGONS**

MONSTROUS COMPENDIUM

VOLUME THREE: MINECRAFT CREATURES



A collection of creatures from Minecraft for
THE WORLD'S GREATEST ROLEPLAYING GAME

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THIS BESTIARY PROVIDES DESCRIPTIONS AND game statistics for five mobs from the world of Minecraft that you can use in your DUNGEONS & DRAGONS campaigns. The creatures in this bestiary are organized alphabetically.

If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding further. It explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.

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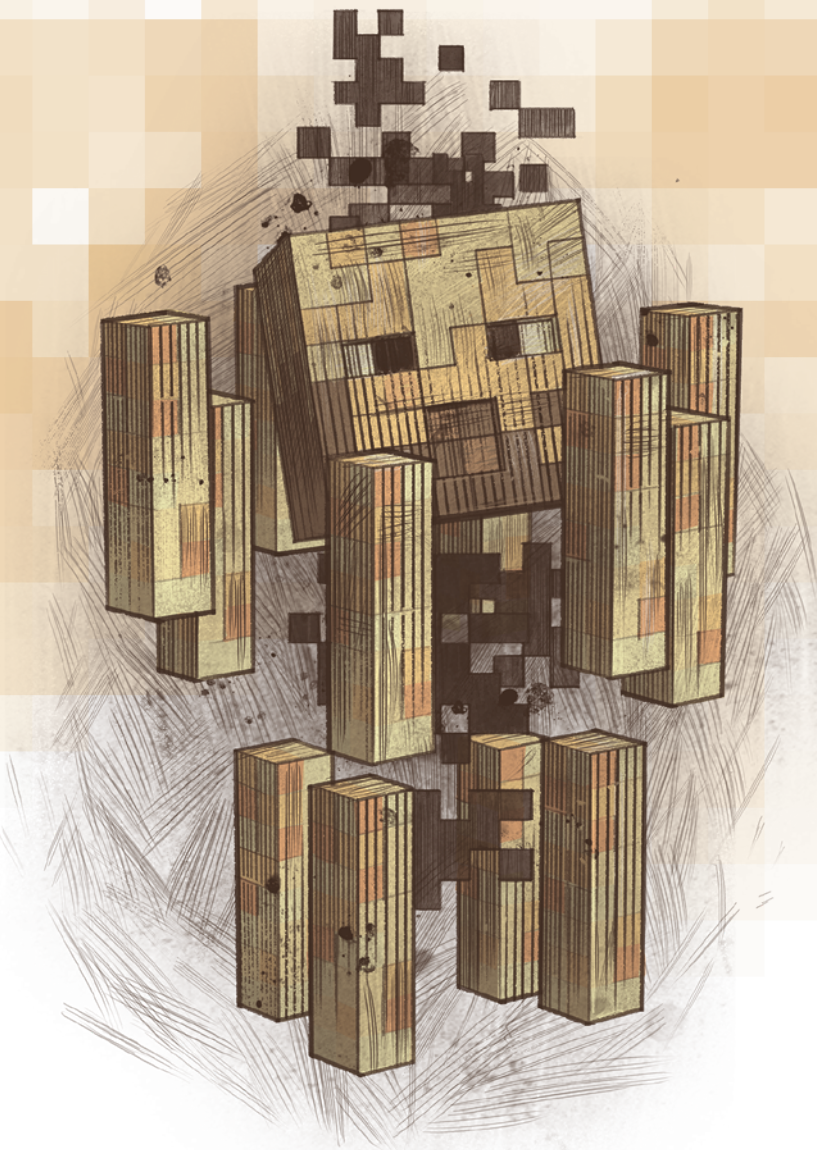
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CREATURE SUMMARY

Details of the creatures in this bestiary are summarized in the Creature Type and CR table.

CREATURE TYPE AND CR

Creature	Creature Type	CR
Blaze	Elemental	5
Creeper	Monstrosity	1/2
Ender Dragon	Dragon	19
Enderman	Aberration	6
Wolf of the Overworld	Beast	1/4



BLAZE

Blazes are elemental beings that congregate at Nether fortresses. They float a short distance above the ground, and each one is orbited by three sets of glowing rods. When a blaze is destroyed, it sometimes leaves one of these rods behind. Blaze rods are a source of great energy that, when carefully crushed into powder, can be used to brew potions and craft other magic items.

A blaze attacks by launching three fireballs from its fiery core. This fire ignites creatures and flammable objects. If necessary, a blaze levitates into the air to better see and more easily target its enemies.

BLAZE

Medium Elemental, Typically Neutral Evil

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 20 ft., fly 20 ft. (vertical movement only; hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (–2)	10 (+0)	7 (–2)

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

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Blaze Rod. When the blaze drops to 0 hit points, it disappears in a cloud of smoke and has a 50 percent chance of leaving behind a glowing rod worth 100 gp. The rod sheds dim light in a 5-foot radius. As an action, a creature can try to snap the rod, doing so with a successful DC 14 Strength check. The snapped rod releases its fiery energy in a 5-foot-radius sphere centered on itself. Each creature in that area must make a DC 14 Dexterity saving throw, taking 6 (1d12) fire damage on a failed save, or half as much damage on a successful one.

Heat Aura. Any creature that starts its turn within 5 feet of the blaze takes 3 (1d6) fire damage.

Illumination. The blaze sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Water Susceptibility. The blaze takes 1 cold damage for every 5 feet it moves in water, for every gallon of water splashed on it, or whenever it starts its turn in the rain.

ACTIONS

Multiattack. The blaze makes three Fiery Doom attacks.

Fiery Doom. *Melee or Ranged Spell Attack:* +6 to hit; reach 5 ft. or ranged 60 ft., one target. *Hit:* 8 (1d10 + 3) fire damage, and the target catches fire if it's a creature or a flammable object. Until a creature takes an action to extinguish the fire, the burning target takes 3 (1d6) fire damage at the end of each of its turns.

CREEPER

A creeper is a green, armless creature that emerges in darkness and silently prowls the Overworld on its four short legs. Its peculiar face bears no clue of its motives, but its destructiveness makes it one of the greatest threats to both life and property in the Overworld.

A creeper quietly shuffles toward Humanoid prey. When it gets close enough, it halts and begins to hiss like a burning fuse. Unless the creeper is defeated or its target gets far enough away that the creeper defuses itself, the creeper explodes a few short moments later, leaving a crater where it once stood.

Creepers have an uncanny ability to appear when least expected, and few places are safe from their explosive nature. Yet creepers have one strange weakness: they fear cats and do all they can to avoid them.

If a creeper is struck by lightning, rather than being harmed, it becomes charged with electrical power. In this charged state, the creeper gains a bluish aura and can explode with even greater power.



CREEPER

Medium Monstrosity, Typically Neutral Evil

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	6 (-2)	8 (-1)	3 (-4)

Skills Perception +3, Stealth +4

Damage Immunities lightning

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Bizarre Physiology. The creeper can't take actions except for Dash, Disengage, Hide, and Search. It can't take bonus actions or reactions.

Creeper Head. When a creeper drops to 0 hit points from a charged creeper's explosion (see the Destruction trait), it dies and its head falls off. A creeper's fallen head is hollow and can be worn as a mask with eye and mouth openings.

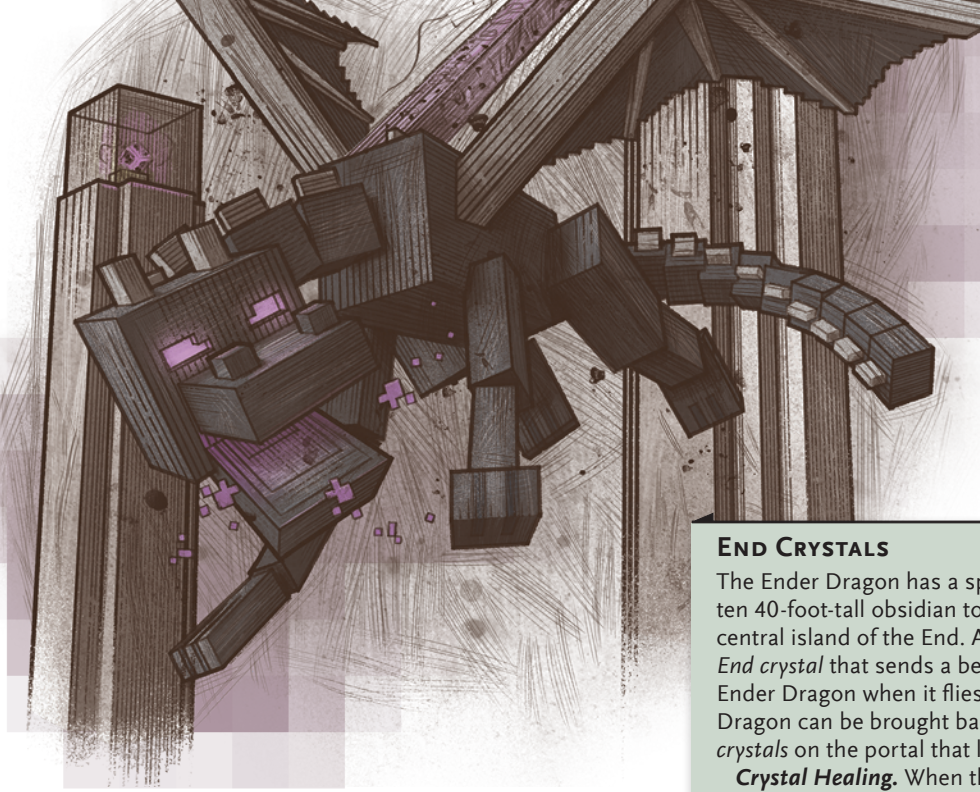
Destruction. When it ends its turn within 10 feet of a Humanoid that it can see, the creeper stops moving and emits a hiss loud enough to be heard by creatures within 30 feet of itself.

If the creeper drops to 0 hit points before the start of its next turn, the hissing stops, and the creeper dies. Otherwise, at the start of the creeper's next turn, one of following things happens:

- If there are no Humanoids within 10 feet of the hissing creeper, it stops hissing. It then uses any available movement to approach the nearest Humanoid it can see.
- If there are one or more Humanoids within 10 feet of the hissing creeper, the creeper explodes in a ball of energy that fills a 20-foot-radius sphere centered on itself. This energy spreads around corners. The creeper is destroyed, and every other creature in the explosion's area must make a DC 12 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one. Increase this damage by 7 (2d6) if the creeper is charged (see "Electrical Charge" below). Objects in the area that aren't being worn or carried take 14 (4d6) force damage, or 21 (6d6) force damage if the creeper is charged.

Electrical Charge. Whenever the creeper is subjected to lightning damage, it takes no damage and instead becomes charged for 1 minute. While charged, the creeper emits dim blue light in a 5-foot radius.

Fear of Felines. The creeper has the frightened condition whenever it starts its turn within 60 feet of a feline creature it can see. The condition lasts until the start of the creeper's next turn.



ENDER DRAGON

The mighty Ender Dragon is one of a kind—a vast, flying creature with void-black scales and purple eyes. It soars above the central island of the End. No one can say whether it is a guardian or a prisoner of the End, but either way, the Ender Dragon challenges anyone who enters its domain.

The Ender Dragon buffets enemies with great wings, engulfs foes with its gaseous breath weapon, and delivers crushing bites with its powerful jaws. Its hide is strong enough to deflect all but the deadliest weapons.

END CRYSTALS

The Ender Dragon has a special relationship with the ten 40-foot-tall obsidian towers scattered around the central island of the End. At the top of each tower is an *End crystal* that sends a beam of healing energy to the Ender Dragon when it flies nearby. If slain, the Ender Dragon can be brought back to life by placing four *End crystals* on the portal that leads back to the Overworld.

Crystal Healing. When the Ender Dragon ends its turn within 60 feet of an *End crystal*, the crystal emits a healing beam that causes the dragon to regain 20 hit points. The dragon can benefit from such healing only once per turn.

Crystal Statistics. An *End crystal* is a Large object that has Armor Class 11; 30 hit points; vulnerability to bludgeoning and thunder damage; resistance to piercing and slashing damage; and immunity to poison and psychic damage. When a crystal is destroyed, it explodes in a 20-foot-radius sphere of destructive energy. Any creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

ENDER DRAGON

Gargantuan Dragon, Chaotic Evil

Armor Class 22 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Con +13, Int +6, Wis +8

Skills Perception +14, Stealth +8

Damage Resistances fire

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 240 ft., passive Perception 24

Languages Draconic

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Dragon Egg. When the Ender Dragon drops to 0 hit points, it radiates beams of purple light and then disappears, leaving behind an inert, jet-black dragon egg worth 5,000 gp.

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

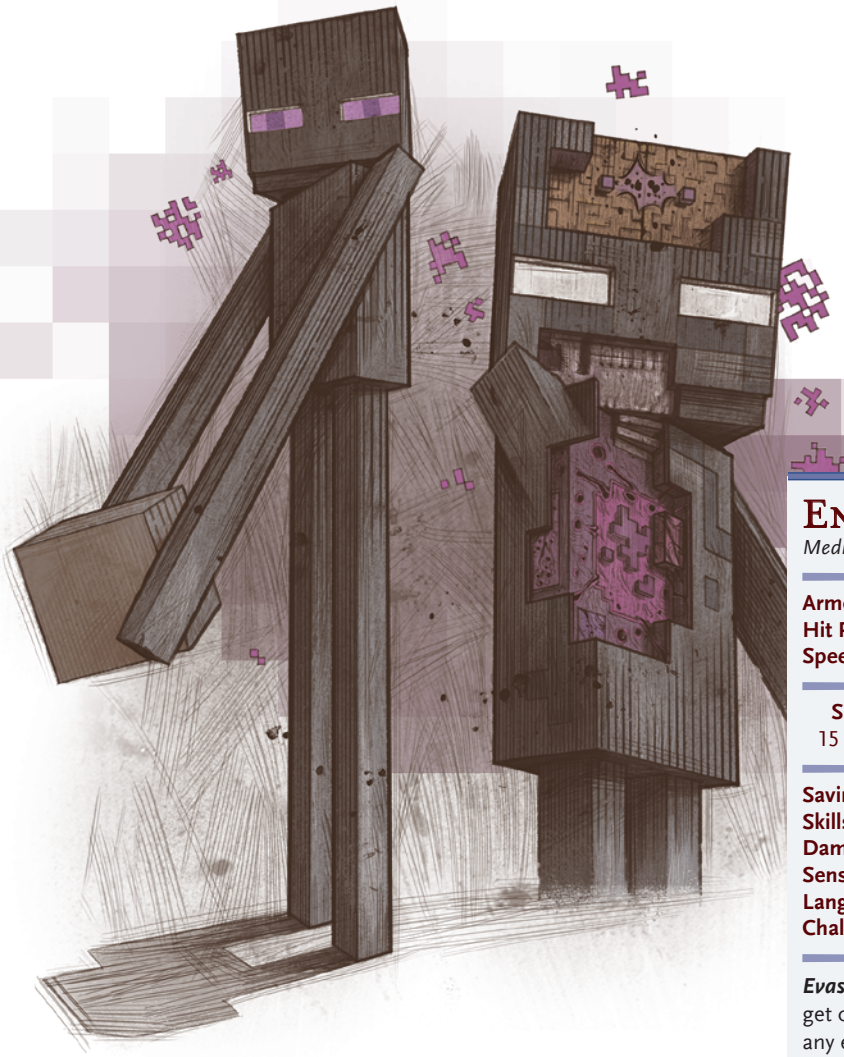
ACTIONS

Multiattack. The dragon makes one Bite attack and uses Beating Wings.

Bite. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage plus 7 (2d6) necrotic damage.

Beating Wings. The dragon beats its great wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 10 (1d4 + 8) bludgeoning damage, be pushed 10 feet away from the dragon, and have the prone condition.

Harmful Breath (Recharge 5–6). The dragon exhales putrid gas in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one. The dragon then chooses a point it can see where the cone makes contact with the ground. That point becomes the center of a 10-foot-high, 10-foot-radius cylinder of lingering gas that disappears at the start of the dragon's next turn. Any creature that starts its turn in the cylinder takes 10 (3d6) necrotic damage.



ENDERMAN

Endermen are tall, black, bipedal creatures with long, thin limbs and piercing, purple eyes. Violet particles flicker in and out of existence around them. Endermen are unnerving and enigmatic, acting in a manner that is all but impossible to interpret.

Endermen seem particularly drawn to the End, where they gather in large groups. They are uncommon visitors to other dimensions, although they appear more often in pairs in such peculiar places as the warped forests of the Nether. They shun sunlight and are hurt by water, including rain. When an Enderman becomes the target of a ranged weapon or takes damage, it teleports to a safer location nearby and makes a distinctive “voop” sound at its destination.

Endermen have no known predators. When a Humanoid looks directly at an Enderman, the Enderman becomes enraged, opens its mouth horrifyingly wide, and rushes to attack with its long arms. A defeated Enderman implodes and sometimes leaves behind an *Ender pearl*, which, when thrown, teleports the thrower to the place it lands.

ENDERMAN

Medium Aberration, Typically Chaotic Neutral

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 40 ft.

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

Saving Throws Str +5, Con +5
Skills Perception +7, Stealth +7, Survival +7
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 17
Languages Endspeech
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Evasive Teleportation. Whenever it takes damage or is the target of a ranged attack, the Enderman can teleport, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 20 feet of itself (no action required). If this effect is triggered by a ranged attack, the Enderman teleports just before the attack hits, causing the attack to miss it. This trait is suppressed while the Enderman has the incapacitated condition.

Implosion. When the Enderman drops to 0 hit points, it dies as its body implodes. Roll a d10. On a roll of 9 or less, the Enderman leaves no remains. On a roll of 10, the Enderman leaves behind a glowing, purple orb called an *Ender pearl*, worth 500 gp. A creature can throw the pearl up to 60 feet; if the pearl lands in an unoccupied space big enough to contain the creature, the creature teleports to that space, along with any equipment it is wearing or carrying, and the pearl disappears.

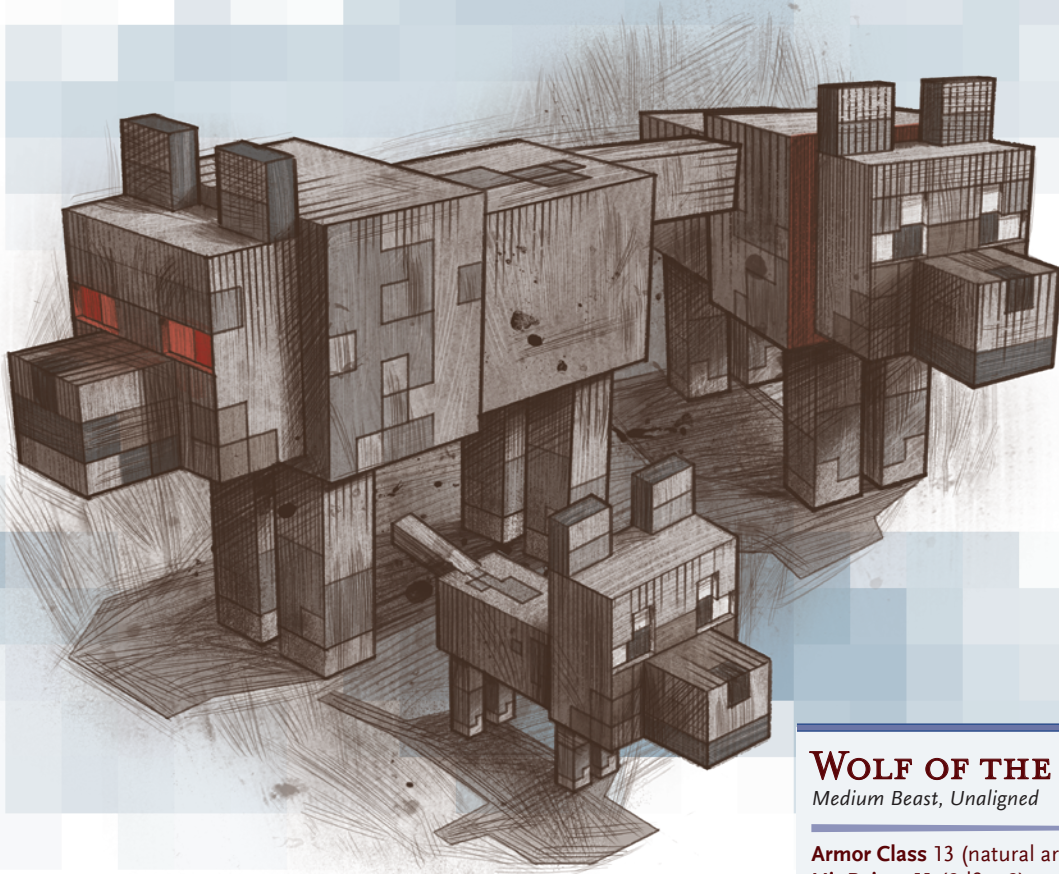
Sunlight Sensitivity. While in sunlight, the Enderman has disadvantage on attack rolls.

Water Susceptibility. The Enderman takes 1 cold damage for every 5 feet it moves in water, for every gallon of water splashed on it, or whenever it starts its turn in the rain.

ACTIONS

Multiattack. The Enderman makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit; reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.



WOLF OF THE OVERWORLD

Running through the forests of the Overworld on four legs, this gray-furred hunter is at home in the cold of the taiga.

Wolves hunt in packs, roaming their territories and chasing sheep, rabbits, and foxes. Wild wolves are typically indifferent to Humanoids, neither running from nor attacking them, but a pack of wolves becomes hostile toward any creature that hurts one of the pack's members. Wolves can be tamed by adventurers who feed and look after them. Tamed wolves follow their masters everywhere they go.

Wolves instinctively regard animated skeletons as enemies and attack them without hesitation. Even tamed wolves, which obediently hold themselves back from attacking their natural prey, freely charge at skeletons unless they are commanded to sit.

WOLF OF THE OVERWORLD

Medium Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +5, Stealth +4

Senses passive Perception 15

Languages —

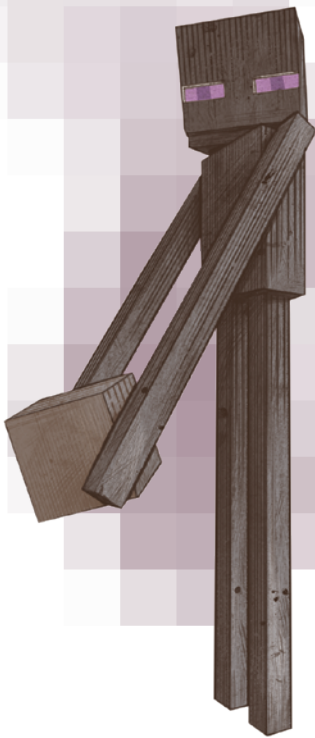
Challenge 1/4 (50 XP)

Proficiency Bonus +2

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the incapacitated condition.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or have the prone condition.



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