

# Hot Dairy Queen Monster Conversions

## WHITE ABISHAI

*Medium fiend, lawful evil*

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Armor Class** 16 (natural armor)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft., fly 40 ft.

**Saving Throws** Dex +4, Con +4, Wis +3

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Draconic, telepathy 100 ft.

**Challenge** 3 (700 XP)

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

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

### ACTIONS

**Multiattack.** The white abishai makes two melee attacks – one flail attack and one sting attack.

**Flail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8+1) slashing damage

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

## BLACK ABISHAI

*Medium fiend, lawful evil*

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	13 (+1)

**Armor Class** 17 (natural armor)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft., fly 40 ft.

**Saving Throws** Dex +4, Con +4, Wis +3

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Draconic, telepathy 100 ft.

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

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

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

### ACTIONS

**Multiattack.** The black abishai makes two melee attacks – a halberd attacks and a sting attack.

**Halberd.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) slashing damage

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and 5 (2d4) acid damage. The target takes an additional 2 (1d4) acid damage at the start of their next turn.



## GREEN ABISHAI

*Medium fiend, lawful evil*

Str	Dex	Con	Int	Wis	Cha
15 (+2)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	14 (+2)

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8+30)

**Speed** 30 ft., fly 40 ft.

**Saving Throws** Dex +4, Con +4, Wis +3

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Draconic, telepathy 100 ft.

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

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

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

### ACTIONS

**Multiattack.** The green abishai makes two melee attacks – one glaive attack and one sting attack.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) slashing damage

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and 3 (1d6) poison damage and the target is poisoned. A poisoned creature can make a DC 13 Constitution save at the end of their turn to end the condition.

## BLUE ABISHAI

*Medium fiend, lawful evil*

Str	Dex	Con	Int	Wis	Cha
16 (+3)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

**Armor Class** 17 (natural armor)

**Hit Points** 82 (11d8+33)

**Speed** 30 ft., fly 40 ft.

**Saving Throws** Dex +4, Con +4, Wis +3

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Draconic, telepathy 100 ft.

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

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

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

### ACTIONS

**Multiattack.** The blue abishai makes two melee attacks – one trident attack and one sting attack.

**Trident.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

**Sting.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 7 (2d6) lightning damage.



## RED ABISHAI

*Medium fiend, lawful evil*

Str	Dex	Con	Int	Wis	Cha
17 (+3)	17 (+3)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

**Armor Class** 17 (natural armor)

**Hit Points** 90 (12d8+36)

**Speed** 30 ft., fly 40 ft.

**Saving Throws** Dex +4, Con +4, Wis +3

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Draconic, telepathy 100 ft.

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

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

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

### ACTIONS

**Multiattack.** The red abishai makes four melee attacks – two dagger attacks and two sting attacks.

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

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



## GIANT ICE TOAD

*Medium monstrosity, neutral*

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	3 (-4)

**Armor Class** 11

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

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

**Damage Immunities** cold

**Senses** passive Perception 10

**Languages** Primordial

**Challenge** 2 (450 XP)

**Amphibious.** The giant ice toad can breathe air and water.

**Standing Leap.** The giant ice toad's long jump is 20 feet and its high jump is 10 feet, with or without a running start.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4+2) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the giant ice toad can't bite another target.

**Swallow.** The giant ice toad makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and effects originating outside the toad, and it takes 10 (3d6) acid damage at the start of each of the giant ice toad's turns. The giant ice toad can only have one creature swallowed at a time.

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

**Frigid Aura (Recharge 3-6).** The giant ice toad produces an area of chilling cold. All creatures within 10 feet of it take 10 (3d6) cold damage, and may make a DC 11 Constitution saving throw to halve the damage.

