

MONSTER CARDS

B/W - Challenge 0-2 (except dragons)



**173 Quick Reference Black and White Cards
for Monsters from Challenge 0 to 2**

10 **Acolyte** 9

STR +0 DEX +0 CON +0 INT +0 WIS +2 CHA +0

Spellcasting.

Club +2, 5ft, 1d4.

12 p.pers.

+2 proficiency

challenge 1/4

speed 30ft

18 **Animated Armor** 33

STR +2 DEX +0 CON +1 INT -5 WIS -4 CHA -5

Antimagic Susceptibility, False Appearance.

Multiattack 2 melee attacks.

Slam +4, 5ft, 1d6+2.

6 p.pers.

+2 proficiency

challenge 1

speed 25ft

14 **Ankheg** 39

STR +3 DEX +0 CON +1 INT -5 WIS +1 CHA -2

Bite +5, 5ft, 2d6+3 plus 1d6 acid dmg.

Acid Spray (R. 6) The ankheg spits acid in a line that is 30ft long & 5ft wide, provided that it has no creature grappled.

11 p.pers.

+2 proficiency

challenge 2

speed 30ft burrow 10ft

12 **Ape** 19

STR +3 DEX +2 CON +2 INT -2 WIS +1 CHA -2

Multiattack 2 fist attacks.

Fist +5, 5ft, 1d6+3.

Rock +5, 25/50ft, 1d6+3.

13 p.pers.

+2 proficiency

challenge 1/2

speed 30ft climb 30ft

9 **Awakened Shrub** 10

STR -4 DEX -1 CON +0 INT +0 WIS +0 CHA -2

False Appearance.

Rake +1, 5ft, 1d4-1.

10 p.pers.

+2 proficiency

challenge 0

speed 20ft

13 **Awakened Tree** 59

STR +4 DEX -2 CON +2 INT +0 WIS +0 CHA -2

False Appearance.

Slam +6, 10ft, 3d6+4.

10 p.pers.

+2 proficiency

challenge 2

speed 20ft

11 **Axe Beak** 19

STR +2 DEX +1 CON +1 INT -4 WIS +0 CHA -3

Beak +4, 5ft, 1d8+2.

10 p.pers.

+2 proficiency

challenge 1/4

speed 50ft

17 **Azer** 39

STR +3 DEX +1 CON +2 INT +1 WIS +1 CHA +0

Heated Body, Heated Weapons, Illumination.

Warhammer +5, 5ft, 1d8+3, or 1d10+3 with 2 hands, plus 1d6.

11 p.pers.

+2 proficiency

challenge 2

speed 30ft

12 **Baboon** 3

STR -1 DEX +2 CON +0 INT -3 WIS +1 CHA -2

Pack Tactics.

Bite +1, 5ft, 1d4-1.

11 p.pers.

+2 proficiency

challenge 0

speed 30ft climb 30ft

10 Badger 3 STR DEX CON INT WIS CHA -3 +0 +1 -4 +1 -3 Keen Smell. Bite +2, 5ft, 1 11 p.pers. +2 proficiency challenge 0 speed 20ft burrow 5ft	12 Bandit 11 STR DEX CON INT WIS CHA +0 +1 +1 +0 +0 +0 Scimitar +3, 5ft, 1d6+1 Light Crossbow +3, 80ft/320ft, 1d8+1 10 p.pers. +2 proficiency challenge 1/8 speed 30ft	15 Bandit Captain 65 STR DEX CON INT WIS CHA +2 +3 +2 +2 +0 +2 Multiattack three melee attacks: 2 with its scimitar, 1 dagger. Scimitar +5, 5ft, 1d6+3 Dagger +5, 5ft or 20/60ft, 1d4+3 10 p.pers. +2 proficiency challenge 2 speed 30ft
12 Bat 1 STR DEX CON INT WIS CHA -4 +2 -1 -4 +1 -3 Echolocation, Keen Hearing. Bite +0, 5ft, 1 11 p.pers. +2 proficiency challenge 0 speed 5ft fly 30ft	13 Berserker 67 STR DEX CON INT WIS CHA +3 +1 +3 -1 +0 -1 Reckless. Greataxe +5, 5ft, 1d12+3 10 p.pers. +2 proficiency challenge 2 speed 30ft	11 Black Bear 19 STR DEX CON INT WIS CHA +2 +0 +2 -4 +1 -2 Keen Smell. Multiattack 2 attacks: 1 bite, 1 claws. Bite +3, 5ft, 1d6+2 Claws +3, 5ft, 2d4+2 11 p.pers. +2 proficiency challenge 1/2 speed 40ft climb 30ft
13 Blink Dog 22 STR DEX CON INT WIS CHA +1 +3 +1 +0 +1 +0 Keen Hearing and Smell. Bite +3, 5ft, 1d6+1 Teleport (R. 4-6) teleports, up to 40ft to an unoccupied space it can see. 13 p.pers. +2 proficiency challenge 1/4 speed 40ft	12 Blood Hawk 7 STR DEX CON INT WIS CHA -2 +2 +0 -4 +2 -3 Keen Sight, Pack Tactics. Beak +4, 5ft, 1d4+2 14 p.pers. +2 proficiency challenge 1/8 speed 10ft fly 60ft	11 Boar 11 STR DEX CON INT WIS CHA +1 +0 +1 -4 -1 -3 Charge, Relentless (R. short/long rest). Tusk Weapon Attack: +3, 5ft, 1d6+1 9 p.pers. +2 proficiency challenge 1/4 speed 40ft

11 **Brown Bear** 34

STR +4 DEX +0 CON +3 INT -4 WIS +1 CHA -2

Keen Smell.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite Weapon Attack: +5, 5ft, 1d8+4.

Claws +5, 5ft, 2d6+4.

13 p.pers.

+2 proficiency

challenge 1

speed 40ft climb 30ft

16 **Bugbear** 27

STR +2 DEX +2 CON +1 INT -1 WIS +0 CHA -1

Brute, Surprise Attack.

Morningstar +4, 5ft, 2d8+2.

Javelin +4, 5ft or 30/120ft, 2d6+2 in melee or 1d6+2 at range.

10 p.pers.

+2 proficiency

challenge 1

speed 30ft

9 **Camel** 15

STR +3 DEX -1 CON +2 INT -4 WIS -1 CHA -3

Bite +5, 5ft, 1d4.

9 p.pers.

+2 proficiency

challenge 1/8

speed 50ft

13 **Carrion Crawler** 51

STR +2 DEX +1 CON +3 INT -5 WIS +1 CHA -3

Keen Smell, Spider Climb.

Multiattack The carrion crawler makes 2 attacks: 1 tentacles, 1 bite.

Tentacles +8, 10ft, 1d4+2, & DC 13 CON ST or be poisoned for 1min.

Bite +4, 5ft, 2d4+2.

13 p.pers.

+2 proficiency

challenge 2

speed 30ft climb 30ft

12 **Cat** 2

STR -4 DEX +2 CON +0 INT -4 WIS +1 CHA -2

Keen Smell.

Claws +0, 5ft, 1.

13 p.pers.

+2 proficiency

challenge 0

speed 40ft climb 30ft

12 **Cave Bear** 42

STR +5 DEX +0 CON +3 INT -4 WIS +1 CHA -2

Keen Smell.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +7, 5ft, 1d8+5.

Claws +7, 5ft, 2d6+5.

13 p.pers.

+2 proficiency

challenge 2

speed 40ft swim 30ft

12 **Centaur** 45

STR +4 DEX +2 CON +2 INT -1 WIS +1 CHA +0

Charge.

Multiattack 2 attacks: 1 pike, 1 hooves or 2 with its longbow.

Pike +6, 10ft, 1d10+4.

Hooves +6, 5ft, 2d6+4.

Longbow +4, 150/600ft, 1d8+2.

13 p.pers.

+2 proficiency

challenge 2

speed 50ft

11 **Cockatrice** 27

STR -2 DEX +1 CON +1 INT -4 WIS +1 CHA -3

Bite +3, 5ft, 1d4+1, & DC 11 CON ST against being magically petrified.

11 p.pers.

+2 proficiency

challenge 1/2

speed 20ft fly 40ft

10 **Commoner** 4

STR +0 DEX +0 CON +0 INT +0 WIS +0 CHA +0

Club +2, 5ft, 1d4.

10 p.pers.

+2 proficiency

challenge 0

speed 30ft

12

Constrictor Snake

13

STR +2

DEX +2

CON +1

INT -5

WIS +0

CHA -4

Bite +4, 5ft, 1d6+2.

Constrict +4, 5ft, 1d8+2, & is grappled (escape DC 14).

10

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

swim 30ft

11

Crab

2

STR -4

DEX +0

CON +0

INT -5

WIS -1

CHA -4

Amphibious.

Claw +0, 5ft, 1.

9

p.pers.

+2

proficiency

challenge

0

speed

20ft

swim 20ft

12

Crocodile

19

STR +2

DEX +0

CON +1

INT -4

WIS +0

CHA -3

Hold Breath.

Bite +4, 5ft, 1d10+2, & is grappled (escape DC 12).

10

p.pers.

+2

proficiency

challenge

1/2

speed

20ft

swim 20ft

13

Cult Fanatic

22

STR +0

DEX +2

CON +1

INT +0

WIS +1

CHA +2

Dark Devotion, Spellcasting.

Multiattack 2 melee attacks.

Dagger +4, 5ft or 20/60ft, 1d4+2.

11

p.pers.

+2

proficiency

challenge

2

speed

30ft

12

Cultist

9

STR +0

DEX +1

CON +0

INT +0

WIS +0

CHA +0

Dark Devotion.

Scimitar +3, 5ft, 1d6+1.

10

p.pers.

+2

proficiency

challenge

1/8

speed

30ft

11

Darkmantle

22

STR +3

DEX +1

CON +1

INT -4

WIS +0

CHA -3

Echolocation, False Appearance.

Crush +5, 5ft, 1d6+3, & the darkmantle attaches to the target.

Darkness Aura (1/day) 15ft magical darkness, moves with it, & spreads around corners.

10

p.pers.

+2

proficiency

challenge

1/2

speed

10ft

fly 30ft

12

Death Dog

39

STR +2

DEX +2

CON +2

INT -4

WIS +1

CHA -2

Two-Headed.

Multiattack 2 bite attacks.

Bite +4, 5ft, 1d6+2.

15

p.pers.

+2

proficiency

challenge

1

speed

40ft

15

Deep Gnome (Svirfneblin)

16

STR +2

DEX +2

CON +2

INT +1

WIS +0

CHA -1

Stone Camouflage, Gnome Cunning, Innate Spellcasting.

War Pick +4, 5ft, 1d8+2.

Poisoned Dart +4, 30/120ft, 1d4+2, & DC 12 CON ST or be poisoned for 1min.

12

p.pers.

+2

proficiency

challenge

1/2

speed

20ft

13

Deer

4

STR +0

DEX +3

CON +0

INT -4

WIS +2

CHA -3

Bite +2, 5ft, 1d4.

12

p.pers.

+2

proficiency

challenge

0

speed

50ft

14

Dire Wolf

37

ac

hp

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-4	+1	-2

Keen Hearing and Smell, Pack Tactics.

Bite +5, 5ft, 2d6+3.

13

p.pers.

+2

proficiency

challenge

1

speed

50ft

10

Draft Horse

19

ac

hp

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	-4	+0	-2

Hooves +6, 5ft, 2d4+4.

10

p.pers.

+2

proficiency

challenge

1/4

speed

40ft

11

Dretch

18

ac

hp

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	-3	-1	-4

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +2, 5ft, 1d6.

Claws +2, 5ft, 2d4.

Fetid Cloud (1/Day) 10ft disgusting green gas.

9

p.pers.

+2

proficiency

challenge

1/4

speed

20ft

15

Drow

13

ac

hp

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+0	+0	+1

Fey Ancestry, Innate Spellcasting, Sunlight Sensitivity.

Shortsword +4, 5ft, 1d6+2.

Hand Crossbow +4, 30/120ft, 1d6+2, & DC 13 CON ST or be poisoned for 1 hour.

12

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

11

Druid

27

ac

hp

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+2	+0

Spellcasting.

Quarterstaff +2 (+4 with shillelagh), 5ft, 1d6, or 1d8+2 with shillelagh or if wielded with 2 hands.

14

p.pers.

+2

proficiency

challenge

2

speed

30ft

11

Dryad

22

ac

hp

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+2	+2	+4

Innate Spellcasting, Magic Resistance, Speak with Beasts and Plants, Tree Stride.

Club +2 (+6 with shillelagh), 5ft, 1d4, or 1d8+4 with shillelagh.

Fey Charm 1 humanoid or beast that she can see within 30ft of her.

14

p.pers.

+2

proficiency

challenge

1

speed

30ft

16

Duergar

26

ac

hp

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	-1

Duergar Resilience, Sunlight Sensitivity.

Enlarge (R. short/long rest) For 1min, increases in size.

War Pick +4, 5ft, 1d8+2, or 2d8+2 while enlarged.

Javelin +4, 5ft or 30/120ft, 1d6+2, or 2d6+2 while enlarged.

Invisibility (R. short/long rest) invisible until attacks, (concentr., up to 1 hour).

10

p.pers.

+2

proficiency

challenge

1

speed

25ft

12

Dust Mephit

17

ac

hp

STR	DEX	CON	INT	WIS	CHA
-3	+2	+0	-1	+0	+0

Death Burst, Innate Spellcasting (1/Day).

Claws +4, 5ft, 1d4+2.

Blinding Breath (R. 6) 15-foot cone of blinding dust.

12

p.pers.

+2

proficiency

challenge

1/2

speed

30ft fly 30ft

12

Eagle

3

ac

hp

STR	DEX	CON	INT	WIS	CHA
-2	+2	+0	-4	+2	-2

Keen Sight.

Talons +4, 5ft, 1d4+2.

14

p.pers.

+2

proficiency

challenge

0

speed

10ft fly 60ft

10

Elk

13

STR +3

DEX +0

CON +1

INT -4

WIS +0

CHA -2

Charge.

Ram +5, 5ft, 1d6+3.

Hooves +5, 5ft, prone creature 2d4+3.

10

+2

challenge

1/4

speed

50ft

13

Ettercap

44

STR +2

DEX +2

CON +1

INT -2

WIS +1

CHA -1

Spider Climb, Web Sense, Web Walker.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +4, 5ft, 1d8+2 plus 1d8.

Claws +4, 5ft, 2d4+2.

Web (R. 5-6) +4, 30/60ft, 1 Large or smaller creature.

13

+2

challenge

2

speed

30ft climb 30ft

14

Flying Snake

5

STR -3

DEX +4

CON +0

INT -4

WIS +1

CHA -3

Flyby.

Bite +6, 5ft, 1 plus 3d4.

11

+2

challenge

1/8

speed

30ft fly 60ft swim 30ft

17

Flying Sword

17

STR +1

DEX +2

CON +0

INT -5

WIS -3

CHA -5

Antimagic Susceptibility, False Appearance.

Longsword +3, 5ft, 1d8+1.

7

+2

challenge

1/4

speed

0ft fly 50ft hover.

11

Frog

1

STR -5

DEX +1

CON -1

INT -5

WIS -1

CHA -4

Amphibious, Standing Leap.

11

+2

challenge

0

speed

20ft swim 20ft

15

Gargoyle

52

STR +2

DEX +0

CON +3

INT -2

WIS +0

CHA -2

False Appearance.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +4, 5ft, 1d6+2.

Claws +4, 5ft, 1d6+2.

10

+2

challenge

2

speed

30ft fly 60ft

6

Gelatinous Cube

84

STR +2

DEX -4

CON +5

INT -5

WIS -2

CHA -5

Ooze Cube, Transparent.

Pseudopod +4, 5ft, 3d6 acid dmg.

Engulf The cube moves up to its speed.

8

+2

challenge

2

speed

15ft

13

Ghast

36

STR +3

DEX +3

CON +0

INT +0

WIS +0

CHA -1

Stench, Turn Defiance.

Bite +3, 5ft, 2d8+3.

Claws +5, 5ft, 2d6+3.

10

+2

challenge

2

speed

30ft

12

Ghoul

22

STR +1

DEX +2

CON +0

INT -2

WIS +0

CHA -2

Bite +2, 5ft, 2d6+2.

Claws +4, 5ft, 2d4+2.

10

+2

challenge

1

speed

30ft

10

Giant Badger

13

STR +1

DEX +0

CON +2

INT -4

WIS +1

CHA -3

Keen Smell.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +3, 5ft, 1d6+1.

Claws +3, 5ft, 2d4+1.

11

+2

challenge

1/4

speed

30ft

burrow 10ft

13

Giant Bat

22

STR +2

DEX +3

CON +0

INT -4

WIS +1

CHA -2

Echolocation, Keen Hearing.

Bite +4, 5ft, 1d6+2.

11

+2

challenge

1/4

speed

10ft

fly 60ft

12

Giant Boar

42

STR +3

DEX +0

CON +3

INT -4

WIS -2

CHA -3

Charge, Relentless (R. short/long rest).

Tusk +5, 5ft, 2d6+3.

8

+2

challenge

2

speed

40ft

13

Giant Centipede

4

STR -3

DEX +2

CON +1

INT -5

WIS -2

CHA -4

Bite +4, 5ft, 1d4+2, & DC 11 CON ST or take 3d6.

8

+2

challenge

1/4

speed

30ft

climb 30ft

12

Giant Constrictor Snake

60

STR +4

DEX +2

CON +1

INT -5

WIS +0

CHA -4

Bite +6, 10ft, 2d6+4.

Constrict +6, 5ft, 2d8+4, & is grappled (escape DC 16).

12

+2

challenge

2

speed

30ft

swim 30ft

15

Giant Crab

13

STR +1

DEX +2

CON +0

INT -5

WIS -1

CHA -4

Amphibious.

Claw +3, 5ft, 1d6+1, & is grappled (escape DC 11).

9

+2

challenge

1/8

speed

30ft

swim 30ft

13

Giant Eagle

26

STR +3

DEX +3

CON +1

INT -1

WIS +2

CHA +0

Keen Sight.

Multiattack 2 attacks: 1 beak, 1 talons.

Beak +5, 5ft, 1d6+3.

Talons +5, 5ft, 2d6+3.

14

+2

challenge

1

speed

10ft

fly 80ft

15

Giant Elk

42

STR +4

DEX +3

CON +2

INT -2

WIS +2

CHA +0

Charge.

Ram +6, 10ft, 2d6+4.

Hooves +6, 5ft, prone creature 4d8+4.

14

+2

challenge

2

speed

60ft

13

Giant Fire Beetle

4

STR -1

DEX +0

CON +1

INT -5

WIS -2

CHA -4

Illumination.

Bite +1, 5ft, 1d6-1.

8

+2

challenge

0

speed

30ft

11

Giant Frog

18

STR +1

DEX +1

CON +0

INT -4

WIS +0

CHA -4

Amphibious, Standing Leap.

Bite +3, 5ft, 1d6+1 🦎, & is grappled (escape DC 11).

Swallow 1 bite attack against a Small or smaller target it is grappling.

12

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

swim 30ft

11

Giant Goat

19

STR +3

DEX +0

CON +1

INT -4

WIS +1

CHA -2

Charge, Sure-Footed.

Ram +5, 5ft, 2d4+3 🦎.

11

p.pers.

+2

proficiency

challenge

1/2

speed

40ft

12

Giant Hyena

45

STR +3

DEX +2

CON +2

INT -4

WIS +1

CHA -2

Rampage.

Bite +5, 5ft, 2d6+3 🦎.

13

p.pers.

+2

proficiency

challenge

1

speed

50ft

12

Giant Lizard

19

STR +2

DEX +1

CON +1

INT -4

WIS +0

CHA -3

Bite +4, 5ft, 1d8+2 🦎.

10

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

climb 30ft

11

Giant Octopus

52

STR +3

DEX +1

CON +1

INT -3

WIS +0

CHA -3

Hold Breath, Underwater Camouflage, Water Breathing.

Tentacles +5, 15ft, 2d6+3 🦎.

Ink Cloud (R. short/long rest) A 20-foot- cloud of ink extends all around the octopus if it is underwater.

14

p.pers.

+2

proficiency

challenge

1

speed

10ft

swim 60ft

12

Giant Owl

19

STR +1

DEX +2

CON +1

INT -1

WIS +1

CHA +0

Flyby, Keen Hearing and Sight.

Talons +3, 5ft, 2d6+1 🦎.

15

p.pers.

+2

proficiency

challenge

1/4

speed

5ft

fly 60ft

14

Giant Poisonous Snake

11

STR +0

DEX +4

CON +1

INT -4

WIS +0

CHA -4

Bite +6, 10ft, 1d4+4 🦎, & DC 11 CON ST, taking 3d6 🦎 fail, or 1/2 dmg success.

12

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

swim 30ft

12

Giant Rat

7

STR -2

DEX +2

CON +0

INT -4

WIS +0

CHA -3

Keen Smell, Pack Tactics.

Bite +4, 5ft, 1d4+2 🦎.

10

p.pers.

+2

proficiency

challenge

1/8

speed

30ft

12

Giant Rat (Diseased)

7

STR -2

DEX +2

CON +0

INT -4

WIS +0

CHA -3

Bite +4, 5ft, 1d4+2 🦎.

10

p.pers.

+2

proficiency

challenge

1/8

speed

30ft

13

Giant Sea Horse

16

STR +1

DEX +2

CON +0

INT -4

WIS +1

CHA -3

Charge, Water Breathing.

Ram +3, 5ft, 1d6+1.

11

+2

1/2

speed

0ft swim 40ft

14

Giant Spider

26

STR +2

DEX +3

CON +1

INT -4

WIS +0

CHA -3

Spider Climb, Web Sense, Web Walker.

Bite +5, 5ft, 1d8+3, & DC 11 CON ST, taking 2d8 fail, or 1/2 dmg success.

Web (R. 5-6) +5, 30/60ft, Hit: The target is restrained by webbing.

10

+2

1

speed

30ft climb 30ft

11

Giant Toad

39

STR +2

DEX +1

CON +1

INT -4

WIS +0

CHA -4

Amphibious, Standing Leap.

Bite +4, 5ft, 1d10+2 plus 1d10, & is grappled (escape DC 13).

Swallow 1 bite attack against a Medium or smaller target it is grappling.

10

+2

1

speed

20ft swim 40ft

10

Giant Vulture

22

STR +2

DEX +0

CON +2

INT -2

WIS +1

CHA -2

Keen Sight and Smell, Pack Tactics.

Multiattack 2 attacks: 1 beak, 1 talons.

Beak +4, 5ft, 2d4+2.

Talons +4, 5ft, 2d6+2.

13

+2

1

speed

10ft fly 60ft

12

Giant Wasp

13

STR +0

DEX +2

CON +0

INT -5

WIS +0

CHA -4

Sting +4, 5ft, 1d6+2, & DC 11 CON ST, taking 3d6 fail, or 1/2 dmg success.

10

+2

1/2

speed

10ft fly 50ft swim 50ft

13

Giant Weasel

9

STR +0

DEX +3

CON +0

INT -3

WIS +1

CHA -3

Keen Hearing and Smell.

Bite Weapon Attack: +5, 5ft, 1d4+3.

13

+2

1/8

speed

40ft

13

Giant Wolf Spider

11

STR +1

DEX +3

CON +1

INT -4

WIS +1

CHA -3

Spider Climb, Web Sense, Web Walker.

Bite Weapon Attack: +3, 5ft, 1d6+1, & DC 11 CON ST, taking 2d6 fail, or 1/2 dmg success.

13

+2

1/4

speed

40ft climb 40ft

9

Gibbering Mouther

67

STR +0

DEX -1

CON +3

INT -4

WIS +0

CHA -2

Aberrant Ground, Gibbering.

Multiattack The gibbering mouther makes 1 bite attack and, if it can, uses its Blinding Spittle.

Bites +2, 5ft, 5d6.

Blinding Spittle (R. 5-6) The mouther spits a chemical glob at a point it can see within 15ft of it.

10

+2

2

speed

10ft swim 10ft

15

Gnoll

22

STR +2

DEX +1

CON +0

INT -2

WIS +0

CHA -2

Rampage.

Bite +4, 5ft, 1d4+2.

Spear +4, 5ft or 20/60ft, 1d6+2, or 1d8+2 with 2 hands.

Longbow +3, 150/600ft, 1d8+1.

10

+2

1/2

speed

30ft

10 **Goat** 4

STR +1 DEX +0 CON +0 INT -4 WIS +0 CHA -3

Charge, Sure-Footed.

Ram +3, 5ft, 1d4+1.

10 p.pers.

+2 proficiency

challenge 0

speed 40ft

15 **Goblin** 7

STR -1 DEX +2 CON +0 INT +0 WIS -1 CHA -1

Nimble Escape.

Scimitar +4, 5ft, 1d6+2.

Shortbow +4, 80/320ft, 1d6+2.

9 p.pers.

+2 proficiency

challenge 1/4

speed 30ft

8 **Gray Ooze** 22

STR +1 DEX -2 CON +3 INT -5 WIS -2 CHA -4

Amorphous, Corrode Metal, False Appearance.

Pseudopod +3, 5ft, 1d6+1 plus 2d6 acid dmg, & corrodes non-magic metal (cumulative -1 AC)

8 p.pers.

+2 proficiency

challenge 1/2

speed 10ft climb 10ft

14 **Grick** 27

STR +2 DEX +2 CON +0 INT -4 WIS +2 CHA -3

Stone Camouflage.

Multiattack 1 attack with its tentacles.

Tentacles +4, 5ft, 2d6+2.

Beak +4, 5ft, 1d6+2.

12 p.pers.

+2 proficiency

challenge 2

speed 30ft climb 30ft

12 **Griffon** 59

STR +4 DEX +2 CON +3 INT -4 WIS +1 CHA -1

Keen Sight.

Multiattack 2 attacks: 1 beak, 1 claws.

Beak +6, 5ft, 1d8+4.

Claws +6, 5ft, 2d6+4.

15 p.pers.

+2 proficiency

challenge 2

speed 30ft fly 80ft

11 **Grimlock** 11

STR +3 DEX +1 CON +1 INT -1 WIS -1 CHA -2

Blind Senses, Keen Hearing and Smell, Stone Camouflage.

Spiked Bone Club +5, 5ft, 1d4+3 plus 1d4.

13 p.pers.

+2 proficiency

challenge 1/4

speed 30ft

16 **Guard** 11

STR +1 DEX +1 CON +1 INT +0 WIS +0 CHA +0

Spear +3, 5ft or 20/60ft, 1d6+1 or 1d8+1 with 2 hands.

12 p.pers.

+2 proficiency

challenge 1/8

speed 30ft

11 **Harpy** 38

STR +1 DEX +1 CON +1 INT -2 WIS +0 CHA +1

Multiattack 2 attacks: 1 claws, 1 club.

Claws +3, 5ft, 2d4+1.

Club +3, 5ft, 1d4+1.

Luring Song humanoids/giants within 300ft of the harpy that can hear the song DC 11 WIS ST or be charmed until the song ends.

10 p.pers.

+2 proficiency

challenge 1

speed 20ft fly 40ft

13 **Hawk** 1

STR -3 DEX +3 CON -1 INT -4 WIS +2 CHA -2

Keen Sight.

Talons +5, 5ft, 1.

14 p.pers.

+2 proficiency

challenge 0

speed 10ft fly 60ft

11

Hippogriff

19

STR +3

DEX +1

CON +1

INT -4

WIS +1

CHA -1

Keen Sight.

Multiattack 2 attacks: 1 beak, 1 claws.

Beak +5, 5ft, 1d10+3.

Claws +5, 5ft, 2d6+3.

15

+2

challenge 1

speed

40 ft fly 60ft

18

Hobgoblin

11

STR +1

DEX +1

CON +1

INT +0

WIS +0

CHA -1

Martial Advantage.

Longsword +3, 5ft, 1d8+1, or 1d10+1 if used with 2 hands.

Longbow +3, 150/600ft, 1d8+1.

10

+2

challenge 1/2

speed

30ft

13

Homunculus

5

STR -3

DEX +2

CON +0

INT +0

WIS +0

CHA -2

Telepathic Bond.

Bite +4, 5ft, 1, & DC 10 CON ST or be poisoned for 1min.

10

+2

challenge 0

speed

20ft fly 40ft

12

Hunter Shark

45

STR +4

DEX +1

CON +2

INT -5

WIS +0

CHA -3

Blood Frenzy, Water Breathing.

Bite +6, 5ft, 2d8+4.

12

+2

challenge 2

speed

swim 40ft

11

Hyena

5

STR +0

DEX +1

CON +1

INT -4

WIS +1

CHA -3

Pack Tactics.

Bite Weapon Attack: +2, 5ft, 1d6.

13

+2

challenge 0

speed

50ft

11

Ice Mephit

21

STR -2

DEX +1

CON +0

INT -1

WIS +0

CHA +1

Death Burst, False Appearance, Innate Spellcasting (1/Day).

Claws +3, 5ft, 1d4+1 plus 1d4.

Frost Breath (R. 6) 15-foot cone of cold air.

12

+2

challenge 1/2

speed

30ft fly 30ft

13

Imp

10

STR -2

DEX +3

CON +1

INT +0

WIS +1

CHA +2

Shapechanger, Devil's Sight, Magic Resistance.

Sting (or bite) +5, 5 ft., 1d4+3, & the target must make on a DC 11 CON ST, taking 3d6 fail, or 1/2 dmg success.

Invisibility turns invisible until it attacks, (concentration).

11

+2

challenge 1

speed

20ft fly 40ft

12

Jackal

3

STR -1

DEX +2

CON +0

INT -4

WIS +1

CHA -2

Keen Hearing and Smell, Pack Tactics.

Bite +1, 5ft, 1d4-1.

13

+2

challenge 0

speed

40ft

12

Kobold

5

STR -2

DEX +2

CON -1

INT -1

WIS -2

CHA -1

Sunlight Sensitivity, Pack Tactics.

Dagger +4, 5ft, 1d4+2.

Sling +4, 30/120ft, 1d4+2.

8

+2

challenge 1/8

speed

30ft

7 **Lemure** **13**

STR +0 DEX -3 CON +0 INT -5 WIS +0 CHA -4

Devil's Sight, Hellish Rejuvenation.

Fist +3, 5ft, 1d4

10 p.pers.

+2 proficiency

challenge 0

speed 15ft

12 **Lion** **26**

STR +3 DEX +2 CON +1 INT -4 WIS +1 CHA -1

Keen Smell, Pack Tactics, Pounce, Running Leap.

Bite +5, 5ft, 1d8+3

Claw +5, 5ft, 1d6+3

13 p.pers.

+2 proficiency

challenge 1

speed 50ft

10 **Lizard** **2**

STR -4 DEX +0 CON +0 INT -5 WIS -1 CHA -4

Bite +0, 5ft, 1

9 p.pers.

+2 proficiency

challenge 0

speed 20ft climb 20ft

15 **Lizardfolk** **22**

STR +2 DEX +0 CON +1 INT -2 WIS +1 CHA -2

Hold Breath.

Multiattack 2 melee attacks, each 1 with a different weapon.

Bite +4, 5ft, 1d6+2

Heavy Club +4, 5ft, 1d6+2

Javelin +4, 5ft or 30/120ft, 1d6+2

Spiked Shield +4, 5ft, 1d6+2

13 p.pers.

+2 proficiency

challenge 1/2

speed 30ft swim 30ft

11 **Magma Mephit** **22**

STR -1 DEX +1 CON +1 INT -2 WIS +0 CHA +0

Death Burst, False Appearance, Innate Spellcasting (1/Day).

Claws +3, 5 ft., 1d4+1 plus 1d4

Fire Breath (R. 6) 15-foot cone of fire.

10 p.pers.

+2 proficiency

challenge 1/2

speed 30ft fly 30ft

14 **Magmin** **9**

STR -2 DEX +2 CON +1 INT -1 WIS +0 CHA +0

Death Burst, Ignited Illumination.

Touch +4, 5ft, 2d6

10 p.pers.

+2 proficiency

challenge 1/2

speed 30ft

12 **Mastiff** **5**

STR +1 DEX +2 CON +1 INT -4 WIS +1 CHA -2

Keen Hearing and Smell.

Bite +3, 5ft, 1d6+1

13 p.pers.

+2 proficiency

challenge 1/8

speed 40ft

11 **Merfolk** **11**

STR +0 DEX +1 CON +1 INT +0 WIS +0 CHA +1

Amphibious.

Spear +2, 5ft or 20/60ft, 1d6, or 1d8 with 2 hands.

12 p.pers.

+2 proficiency

challenge 1/8

speed 10ft swim 40ft

13 **Merrow** **45**

STR +4 DEX +0 CON +2 INT -1 WIS +0 CHA -1

Amphibious.

Multiattack 2 attacks: 1 bite, 1 claws or harpoon.

Bite +6, 5ft, 1d8+4

Claws +6, 5ft, 2d4+4

Harpoon +6, 5ft or 20/60ft, 2d6+4

10 p.pers.

+2 proficiency

challenge 2

speed 10ft swim 40ft

12

Mimic

58

STR +3

DEX +1

CON +2

INT -3

WIS +1

CHA -1

Shapechanger, Adhesive (Object Form Only), False Appearance (Object Form Only), Grappler.

Pseudopod +5, 5ft, 1d8+3.

Bite +5, 5ft, 1d8+3 plus 1d8 acid dmg.

11

p.pers.

+2

proficiency

challenge

2

speed

15ft

12

Minotaur Skeleton

67

STR +4

DEX +0

CON +2

INT -2

WIS -1

CHA -3

Charge.

Greataxe +6, 5ft, 2d12+4.

Gore +6, 5ft, 2d8+4.

9

p.pers.

+2

proficiency

challenge

2

speed

40ft

10

Mule

11

STR +2

DEX +0

CON +1

INT -4

WIS +0

CHA -3

Beast of Burden, Sure-Footed.

Hooves +2, 5ft, 1d4+2.

10

p.pers.

+2

proficiency

challenge

1/8

speed

40ft

15

Noble

9

STR +0

DEX +1

CON +0

INT +1

WIS +2

CHA +3

Rapier +3, 5ft, 1d8+1.

12

p.pers.

+2

proficiency

challenge

1/8

speed

30ft

8

Ochre Jelly

45

STR +2

DEX -2

CON +2

INT -4

WIS -2

CHA -5

Amorphous, Spider Climb.

Pseudopod +4, 5ft, 2d6+2 plus 1d6 acid dmg.

8

p.pers.

+2

proficiency

challenge

2

speed

10ft climb 10ft

12

Octopus

3

STR -3

DEX +2

CON +0

INT -4

WIS +0

CHA -3

Hold Breath, Underwater Camouflage, Water Breathing.

Tentacles +4, 5ft, 1, & is grappled (escape DC 10).

Ink Cloud (R. short/long rest) A 5-foot- cloud of ink extends all around the octopus if it is underwater.

12

p.pers.

+2

proficiency

challenge

0

speed

5ft swim 30ft

11

Ogre

59

STR +4

DEX -1

CON +3

INT -3

WIS -2

CHA -2

Greatclub +6, 5ft, 2d8+4.

Javelin +6, 5ft or 30/120ft, 2d6+4.

8

p.pers.

+2

proficiency

challenge

2

speed

40ft

8

Ogre Zombie

85

STR +4

DEX -2

CON +4

INT -4

WIS -2

CHA -3

Undead Fortitude.

Morningstar +6, 5ft, 2d8+4.

8

p.pers.

+2

proficiency

challenge

2

speed

30ft

13

Orc

15

STR +3

DEX +1

CON +3

INT -2

WIS +0

CHA +0

Aggressive.

Greataxe +5, 5ft, 1d12+3.

Javelin +5, 5ft or 30/120ft, 1d6+3.

10

p.pers.

+2

proficiency

challenge

1/2

speed

30ft

11

Owl

1

ac

hp

STR

DEX

CON

INT

WIS

CHA

-4

+1

-1

-4

+1

-2

Flyby, Keen Hearing and Sight.

Talons +3, 5ft, 1.

13

p.pers.

+2

proficiency

challenge

0

speed

5ft

fly 60ft

12

Panther

13

ac

hp

STR

DEX

CON

INT

WIS

CHA

+2

+2

+0

-4

+2

-2

Keen Smell, Pounce.

Bite +4, 5ft, 1d6+2.

Claw +4, 5ft, 1d4+2.

14

p.pers.

+2

proficiency

challenge

1/4

speed

50ft

climb 40ft

12

Pegasus

59

ac

hp

STR

DEX

CON

INT

WIS

CHA

+4

+2

+3

+0

+2

+1

Hooves +6, 5ft, 2d6+4.

16

p.pers.

+2

proficiency

challenge

2

speed

60ft

fly 90ft

13

Plesiosaurus

68

ac

hp

STR

DEX

CON

INT

WIS

CHA

+4

+2

+3

-4

+1

-3

Hold Breath.

Bite +6, 10ft, 3d6+4.

13

p.pers.

+2

proficiency

challenge

2

speed

20ft

swim 40ft

13

Poisonous Snake

2

ac

hp

STR

DEX

CON

INT

WIS

CHA

-4

+3

+0

-5

+0

-4

Bite +5, 5ft, 1, & DC 10 CON ST, taking 2d4 fail, or 1/2 dmg success.

10

p.pers.

+2

proficiency

challenge

1/8

speed

30ft

swim 30ft

12

Polar Bear

42

ac

hp

STR

DEX

CON

INT

WIS

CHA

+5

+0

+3

-4

+1

-2

Keen Smell.

Multiattack 2 attacks: 1 bite, 1 claws.

Bite +7, 5ft, 1d8+5.

Claws +7, 5ft, 2d6+5.

13

p.pers.

+2

proficiency

challenge

2

speed

40ft

swim 30ft

10

Pony

11

ac

hp

STR

DEX

CON

INT

WIS

CHA

+2

+0

+1

-4

+0

-2

Hooves +4, 5ft, 2d4+2.

10

p.pers.

+2

proficiency

challenge

1/8

speed

40ft

13

Priest

27

ac

hp

STR

DEX

CON

INT

WIS

CHA

+0

+0

+1

+1

+3

+1

Divine Eminence, Spellcasting.

Mace +2, 5ft, 1d6.

13

p.pers.

+2

proficiency

challenge

2

speed

25ft

13

Quasit

7

ac

hp

STR

DEX

CON

INT

WIS

CHA

-3

+3

+0

-2

+0

+0

Shapechanger, Magic Resistance.

Claw (or bite) +4, 5 ft., 1d4+3, & DC 10 CON ST or take 2d4 & poisoned for 1min.

Scare (1/day) 20ft DC 10 WIS ST or be frightened for 1min.

Invisibility invisible until attacks, (concentration).

10

p.pers.

+2

proficiency

challenge

1

speed

40ft

13 Quipper 1

STR -4 DEX +3 CON -1 INT -5 WIS -2 CHA -4

Blood Frenzy, Water Breathing.

Bite +5, 5ft, 1.

8 p.pers.

+2 proficiency

challenge 0

speed

swim 40ft

10 Rat 1

STR -4 DEX +0 CON -1 INT -4 WIS +0 CHA -3

Keen Smell.

Bite +0, 5ft, 1.

10 p.pers.

+2 proficiency

challenge 0

speed

20ft

12 Raven 1

STR -4 DEX +2 CON -1 INT -4 WIS +1 CHA -2

Mimicry.

Beak +4, 5ft, 1.

13 p.pers.

+2 proficiency

challenge 0

speed

10ft fly 50ft

12 Reef Shark 22

STR +2 DEX +1 CON +1 INT -5 WIS +0 CHA -3

Pack Tactics, Water Breathing.

Bite +4, 5ft, 1d8+2.

12 p.pers.

+2 proficiency

challenge 1/2

speed

swim 40ft

11 Rhinoceros 45

STR +5 DEX -1 CON +2 INT -4 WIS +1 CHA -2

Charge.

Gore +7, 5ft, 2d8+5.

11 p.pers.

+2 proficiency

challenge 2

speed

40ft

10 Riding Horse 13

STR +3 DEX +0 CON +1 INT -4 WIS +0 CHA -2

Hooves +5, 5ft, 2d4+3.

10 p.pers.

+2 proficiency

challenge 1/4

speed

60ft

12 Rug of Smothering 33

STR +3 DEX +2 CON +0 INT -5 WIS -4 CHA -5

Antimagic Susceptibility, Damage Transfer, False Appearance.

Smother +5, 5ft, 1 Medium or smaller creature.

6 p.pers.

+2 proficiency

challenge 2

speed

10ft

14 Rust Monster 27

STR +1 DEX +1 CON +1 INT -4 WIS +1 CHA -2

Iron Scent, Rust Metal.

Bite +3, 5ft, 1d8+1.

Antennae The rust monster corrodes a nonmagical ferrous metal object it can see within 5ft of it.

11 p.pers.

+2 proficiency

challenge 1/2

speed

40ft

12 Saber-Toothed Tiger 52

STR +4 DEX +2 CON +2 INT -4 WIS +1 CHA -1

Keen Smell, Pounce.

Bite +6, 5ft, 1d10+5.

Claw +6, 5ft, 2d6+5.

13 p.pers.

+2 proficiency

challenge 2

speed

40ft

12

Sahuagin

22

STR +1

DEX +0

CON +1

INT +1

WIS +1

CHA -1

Blood Frenzy, Limited Amphibiousness, Shark Telepathy.

Multiattack 2 melee attacks: 1 bite, 1 claws or spear.

Bite +3, 5ft, 1d4+1.

Claws +3, 5ft, 1d4+1.

Spear +3, 5ft or 20/60ft, 1d6+1, or 1d8+1 with 2 hands.

15

+2

1/2

speed

30ft

swim 40ft

14

Satyr

31

STR +1

DEX +3

CON +0

INT +1

WIS +0

CHA +2

Magic Resistance.

Ram +3, 5ft, 2d4+1.

Shortsword +5, 5ft, 1d6+3.

Shortbow +5, 80/320ft, 1d6+3.

12

+2

1/2

speed

40ft

11

Scorpion

1

STR -4

DEX +0

CON -1

INT -5

WIS -1

CHA -4

Sting +2, 5ft, 1, & DC 9 CON ST, taking 1d8 fail, or 1/2 dmg success.

9

+2

0

speed

10ft

13

Scout

16

STR +0

DEX +2

CON +1

INT +0

WIS +1

CHA +0

Keen Hearing and Sight.

Multiattack 2 melee attacks or 2 ranged attacks.

Shortsword +4, 5ft, 1d6+2.

Longbow +4, ranged 150/600ft, 1d8+2.

15

+2

1/2

speed

30ft

14

Sea Hag

52

STR +3

DEX +1

CON +3

INT +1

WIS +1

CHA +1

Amphibious, Horrific Appearance, Hag Coven, Shared Spellcasting (Coven Only), Hag Eye (Coven Only).

Claws +5, 5ft, 2d6+3.

Death Glare 1 frightened creature she can see within 30ft of her.

Illusory Appearance disguise herself in a horrible humanoid of her size

11

+2

2

speed

30ft

swim 40ft

11

Sea Horse

1

STR -5

DEX +1

CON -1

INT -5

WIS +0

CHA -4

Water Breathing.

10

+2

0

speed

swim 20ft

12

Shadow

16

STR -2

DEX +2

CON +1

INT -2

WIS +0

CHA -1

Amorphous, Shadow Stealth, Sunlight Weakness.

Strength Drain +4, 5ft, 2d6+2 necrotic dmg, & the target's STR score is reduced by 1d4.

10

+2

1/2

speed

40ft

5

Shrieker

13

STR -5

DEX -5

CON +0

INT -5

WIS -4

CHA -5

False Appearance.

Shriek When bright light or a creature is within 30ft of the shrieker, it emits a shriek audible within 300ft of it.

6

+2

0

speed

0ft

13

Skeleton

13

STR +0

DEX +2

CON +2

INT -2

WIS -1

CHA -3

Shortsword +4, 5ft, 1d6+2.

Shortbow +4, 80/320ft, 1d6+2.

9

+2

1/4

speed

30ft

12 **Specter** **22**

STR -5 DEX +2 CON +0 INT +0 WIS +0 CHA +0

Incorporeal Movement, Sunlight Sensitivity.

Life Drain Melee Spell Attack: +4, 5ft, 3d6 necrotic dmg.

10 p.pers.

+2 proficiency

challenge 1

speed 0ft fly 50ft (hover)

12 **Spider** **1**

STR -4 DEX +2 CON -1 INT -5 WIS +0 CHA -4

Spider Climb, Web Sense, Web Walker.

Bite +4, 5ft, 1, & DC 9 CON ST or take 1d4.

10 p.pers.

+2 proficiency

challenge 0

speed 20ft climb 20ft

15 **Sprite** **2**

STR -4 DEX +4 CON +0 INT +2 WIS +1 CHA +0

Longsword +2, 5ft, 1. **Shortbow** +6, 40/160ft, 1, & DC 10 CON ST or poisoned for 1min. **Heart Sight** knows the creature's current emotional state. **Invisibility** invisible until attacks, (concentration).

13 p.pers.

+2 proficiency

challenge 1/4

speed 10ft fly 40ft

12 **Spy** **27**

STR +0 DEX +2 CON +0 INT +1 WIS +2 CHA +3

Cunning Action, Sneak Attack (1/Turn).

Multiattack 2 melee attacks. **Shortsword** +4, 5ft, 1d6+2. **Hand Crossbow** +4, 30/120ft, 1d6+2.

16 p.pers.

+2 proficiency

challenge 1

speed 30ft

10 **Steam Mephit** **21**

STR -3 DEX +0 CON +0 INT +0 WIS +0 CHA +1

Death Burst, Innate Spellcasting (1/Day).

Claws +2, 5ft, 1d4 plus 1d4. **Steam Breath (R. 6)** 15-foot cone of scalding steam.

10 p.pers.

+2 proficiency

challenge 1/4

speed 30ft fly 30ft

14 **Stirge** **2**

STR -3 DEX +3 CON +0 INT -4 WIS -1 CHA -2

Blood Drain +5, 5ft, 1d4+3, & the stirge attaches to the target.

9 p.pers.

+2 proficiency

challenge 1/8

speed 10ft fly 40ft

12 **Swarm of Bats** **22**

STR -3 DEX +2 CON +0 INT -4 WIS +1 CHA -3

Echolocation, Keen Hearing, Swarm.

Bites +4, 0ft, 1 creature in the swarm's space.

11 p.pers.

+2 proficiency

challenge 1/4

speed 0ft fly 30ft

12 **Swarm of Beetles** **22**

STR -4 DEX +1 CON +0 INT -5 WIS -2 CHA -5

Swarm.

Bites +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft burrow 5ft climb 20ft

12 **Swarm of Centipedes** **22**

STR -4 DEX +1 CON +0 INT -5 WIS -2 CHA -5

Swarm.

Bites +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft climb 20ft

12

Swarm of Insects

22

STR

DEX

CON

INT

WIS

CHA

-4

+1

+0

-5

-2

-5

Swarm.

Bites +3, 0ft, 1 target in the swarm's space.

8

p.pers.

+2

proficiency

challenge

1/2

speed

20ft

climb 20ft

14

Swarm of Poisonous Snakes

36

STR

DEX

CON

INT

WIS

CHA

-1

+4

+0

-5

+0

-4

Swarm.

Bites +6, 0ft, 1 creature in the swarm's space.

10

p.pers.

+2

proficiency

challenge

2

speed

30ft

swim 30ft

13

Swarm of Quippers

28

STR

DEX

CON

INT

WIS

CHA

+1

+3

-1

-5

-2

-4

Blood Frenzy, Swarm, Water Breathing.

Bites +5, 0ft, 1 creature in the swarm's space.

8

p.pers.

+2

proficiency

challenge

1

speed

0ft

swim 40ft

10

Swarm of Rats

24

STR

DEX

CON

INT

WIS

CHA

-1

+0

-1

-4

+0

-4

Keen Smell, Swarm.

Bites +2, 0ft, 1 target in the swarm's space.

10

p.pers.

+2

proficiency

challenge

1/4

speed

30ft

12

Swarm of Ravens

24

STR

DEX

CON

INT

WIS

CHA

-2

+2

-1

-4

+1

-2

Swarm.

Beaks +4, 5ft, 1 target in the swarm's space.

11

p.pers.

+2

proficiency

challenge

1/4

speed

10ft

fly 50ft

12

Swarm of Spiders

22

STR

DEX

CON

INT

WIS

CHA

-4

+1

+0

-5

-2

-5

Swarm, Spider Climb, Web Sense, Web Walker.

Bites +3, 0ft, 1 target in the swarm's space.

8

p.pers.

+2

proficiency

challenge

1/2

speed

20ft

climb 20ft

12

Swarm of Wasps

22

STR

DEX

CON

INT

WIS

CHA

-4

+1

+0

-5

-2

-5

Swarm.

Bites +3, 0ft, 1 target in the swarm's space.

8

p.pers.

+2

proficiency

challenge

1/2

speed

5ft

fly 30ft

11

Thug

32

STR

DEX

CON

INT

WIS

CHA

+2

+0

+2

+0

+0

+0

Pack Tactics.

Multiattack 2 melee attacks.

Mace +4, 5ft, 1d6+2.

Heavy Crossbow +2, 100/400ft, 1d10.

10

p.pers.

+2

proficiency

challenge

1/2

speed

30ft

12

Tiger

37

STR

DEX

CON

INT

WIS

CHA

+3

+2

+2

-4

+1

-1

Keen Smell, Pounce.

Bite +5, 5ft, 1d10+3.

Claw +5, 5ft, 1d8+3.

13

p.pers.

+2

proficiency

challenge

1

speed

40ft

12

Tribal Warrior

11

STR +1

DEX +0

CON +1

INT -1

WIS +0

CHA -1

Pack Tactics.

Spear +3, 5ft or 20/60ft, 1d6+1, or 1d8+1 with 2 hands.

10

+2

challenge 1/8

speed

30ft

5

Violet Fungus

18

STR -4

DEX -5

CON +0

INT -5

WIS -4

CHA -5

False Appearance.

Multiattack 1d4 Rotting Touch attacks. Rotting Touch +2, 10ft, 1d8 necrotic dmg.

6

+2

challenge 1/4

speed

5ft

10

Vulture

5

STR -2

DEX +0

CON +1

INT -4

WIS +1

CHA -3

Keen Sight and Smell, Pack Tactics.

Beak +2, 5ft, 1d4.

13

+2

challenge 0

speed

10ft fly 50ft

11

Warhorse

19

STR +4

DEX +1

CON +1

INT -4

WIS +1

CHA -2

Trampling Charge.

Hooves +6, 5ft, 2d6+4.

11

+2

challenge 1/2

speed

60ft

13

Warhorse Skeleton

22

STR +4

DEX +1

CON +2

INT -4

WIS -1

CHA -3

Hooves +6, 5ft, 2d6+4.

9

+2

challenge 1/2

speed

60ft

13

Weasel

1

STR -4

DEX +3

CON -1

INT -4

WIS +1

CHA -4

Keen Hearing and Smell.

Bite +5, 5ft, 1.

13

+2

challenge 0

speed

30ft

12

Wererat

33

STR +0

DEX +2

CON +1

INT +0

WIS +0

CHA -1

Shapechanger, Keen Smell.

Multiattack (Humanoid or Hybrid Form Only) 2 attacks, only 1 of which can be a bite. Bite (Rat or Hybrid Form Only). +4, 5ft, 1d4+2. Shortsword (Humanoid or Hybrid Form Only) +4, 5ft, 1d6+2. Hand Crossbow (Humanoid or Hybrid Form Only) +4, 30/120ft, 1d6+2.

12

+2

challenge 2

speed

30ft

19

Will-o'-Wisp

22

STR -5

DEX +9

CON +0

INT +1

WIS +2

CHA +0

Consume Life, Ephemeral, Incorporeal Movement, Variable Illumination.

Shock Melee Spell Attack: +4, 5ft, 2d8 lightning dmg. Invisibility The will-o'-wisp & its light magically become invisible until it attacks or uses its Consume Life, (concentration).

12

+2

challenge 2

speed

0ft fly 50ft (hover)

13

Wolf

11

STR +1

DEX +2

CON +1

INT -4

WIS +1

CHA -2

Keen Hearing and Smell, Pack Tactics.

Bite +4, 5ft, 2d4+2.

13

+2

challenge 1/4

speed

40ft

13		Worg					26	
ac	hp	STR	DEX	CON	INT	WIS	CHA	
+3		+1	+1	-2	+0	-1		
Keen Hearing and Smell.								
Bite +5, 5ft, 2d6+3 🦷.								
		14 p.pers.						
		+2 proficiency						
		challenge 1/2						
		speed						
		50ft						

8		Zombie					22	
ac	hp	STR	DEX	CON	INT	WIS	CHA	
+1		-2	+3	-4	-2	-3		
Undead Fortitude.								
Slam +3, 5ft, 1d6+1 🦷.								
		8 p.pers.						
		+2 proficiency						
		challenge 1/4						
		speed						
		20ft						

ac	hp	STR	DEX	CON	INT	WIS	CHA	
		p.pers.						
		proficiency						
		challenge						
		speed						

ac	hp	STR	DEX	CON	INT	WIS	CHA	
		p.pers.						
		proficiency						
		challenge						
		speed						

ac	hp	STR	DEX	CON	INT	WIS	CHA	
		p.pers.						
		proficiency						
		challenge						
		speed						

ac	hp	STR	DEX	CON	INT	WIS	CHA	
		p.pers.						
		proficiency						
		challenge						
		speed						

ac hp STR DEX CON INT WIS CHA p.pers. proficiency challenge speed	ac hp STR DEX CON INT WIS CHA p.pers. proficiency challenge speed	ac hp STR DEX CON INT WIS CHA p.pers. proficiency challenge speed
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