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JULY 2018

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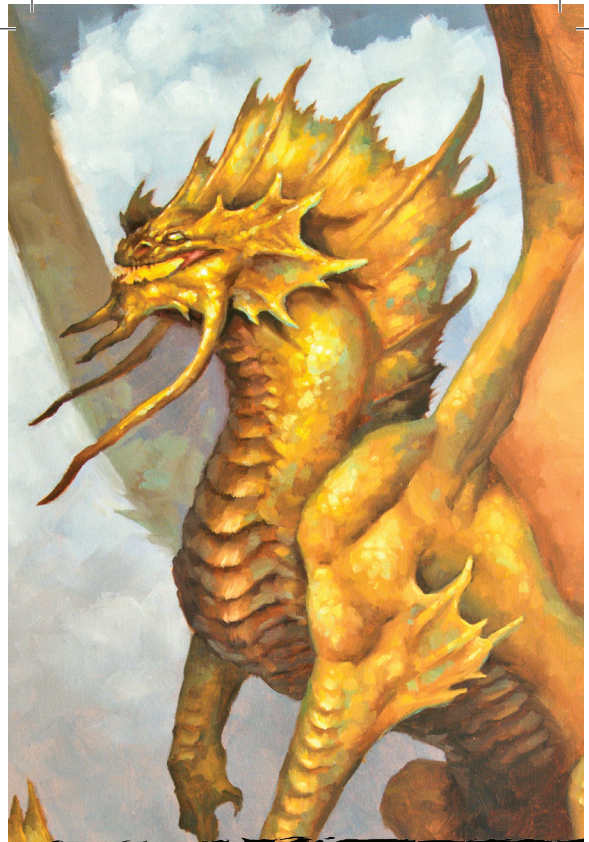
ANCIENT GOLD DRAGON CR 24

GARGANTUAN DRAGON, LAWFUL GOOD

ART. TOM BABBEY 2018

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ANCIENT GOLD DRAGON (CONTINUED)

ART. TOM BABBEY 2018

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FIRE BOLT

LEVEL 0
EVOCATION

1 ACTION 120 FT. V.S. INSTANT

ART. DARREN BIRD

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FLYING SWORD

CR 1/4

SMALL CONSTRUCT, UNALIGNED

ART. JORDAN RICHER

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ACTIONS

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 28 (+9)

ANCIENT GOLD DRAGON 62,000XP

SAVING THROWS

Dex +9, Con +16, Wis +10, Cha +16

SKILLS

Insight +10, Perception +17,
Persuasion +16, Stealth +9

LANGUAGES

Common, Draconic

DAMAGE IMMUNITIES

Fire

SENSES

Blindsight 60 ft., Darkvision 120 ft.,
Passive Perception 27

SPECIAL TRAITS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 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 dragon's Frightful Presence for the next 24 hours.

ARMOR CLASS

22 NATURAL ARMOR

HIT POINTS

546 (28D20 + 252)

SPEED

40 FT., FLY 80 FT.,
SWIM 40 FT.

STR 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 5 (-3) **CHA** 1 (-5)

FLYING SWORD 50XP

SAVING THROWS

Dex +4

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 7

CONDITION IMMUNITIES

blinded, charmed,
deafened, frightened,
paralyzed, petrified,
poisoned

DAMAGE IMMUNITIES

poison, psychic

SPECIAL TRAITS

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

ARMOR CLASS

17 (NATURAL ARMOR)

HIT POINTS

17 (5D6)

SPEED

0 FT., FLY 50 FT. (HOVER)

FIRE BOLT EVOCATION CANTRIP



CASTING TIME

1 action



RANGE

120 feet



COMPONENTS

V,S



DURATION

Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Consider this a warning shot

SORCERER | WIZARD



FLESH GOLEM

CR 5

MEDIUM CONSTRUCT, NEUTRAL

ART: JORDAN RICHER

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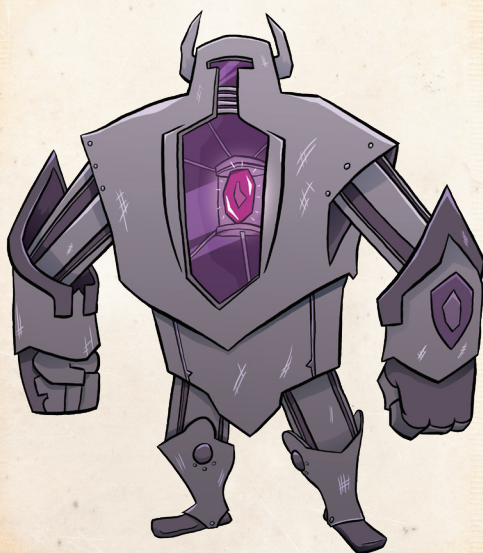


FLESH GOLEM (CONTINUED)

ART: JORDAN RICHER

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SHIELD GUARDIAN

CR 7

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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DIRE WOLF

CR 1

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

DIRE WOLF 200XP

SKILLS Perception +3, Stealth +4 **SENSES** Passive Perception 13

SPECIAL TRAITS

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

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ARMOR CLASS 14 (NATURAL ARMOR) **HIT POINTS** 37 (5D10 + 10) **SPEED** 50 FT.

STR 19 (+4) **DEX** 9 (-1) **CON** 18 (+4) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 5 (-3)

FLESH GOLEM 1,800XP

SENSES Darkvision 120 ft., Passive Perception 10

DAMAGE IMMUNITIES Lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

CONDITION IMMUNITIES Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

LANGUAGES Understands the languages of its creator but can't speak

SPECIAL TRAITS

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

ARMOR CLASS 9 **HIT POINTS** 93 (11D8 + 44) **SPEED** 30 FT.

STR 18 (+4) **DEX** 8 (-1) **CON** 18 (+4) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 3 (-4)

SHIELD GUARDIAN 2,900XP

SENSES Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

LANGUAGES Understands commands given in any language but can't speak

CONDITION IMMUNITIES Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

DAMAGE IMMUNITIES Poison

SPECIAL TRAITS

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 142 (15D10 + 60) **SPEED** 30 FT.



OCHRE JELLY

CR 2

LARGE OOZE, UNALIGNED

ART: JORDAN RICHER

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SATYR

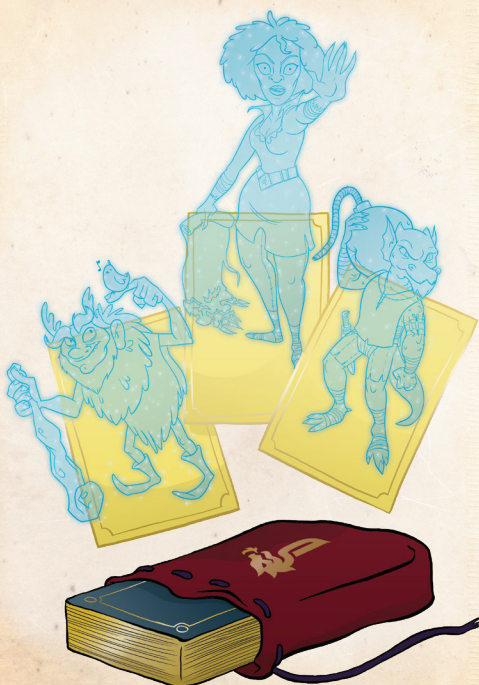
CR 1/2

MEDIUM FEY, CHAOTIC NEUTRAL

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DECK OF ILLUSIONS

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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DECK OF ILLUSIONS (CONTINUED)

Playing Card	Illusion
<i>Ace of hearts</i>	Red dragon
<i>King of hearts</i>	Knight and four guards
<i>Queen of hearts</i>	Succubus or incubus
<i>Jack of hearts</i>	Druid
<i>Ten of hearts</i>	Cloud giant
<i>Nine of hearts</i>	Ettin
<i>Eight of hearts</i>	Bugbear
<i>Two of hearts</i>	Goblin
<i>Ace of diamonds</i>	Beholder
<i>King of diamonds</i>	Archmage and mage apprentice
<i>Queen of diamonds</i>	Night hag
<i>Jack of diamonds</i>	Assassin
<i>Ten of diamonds</i>	Fire giant
<i>Nine of diamonds</i>	Ogre mage
<i>Eight of diamonds</i>	Gnoll
<i>Two of diamonds</i>	Kobold

ART: JORDAN RICHER

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STR 12 (+1) **DEX** 16 (+3) **CON** 11 (+0) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

SATYR 100XP

SKILLS

Perception +2,
Performance +6,
Stealth +5

SENSES

Passive Perception 12

LANGUAGES

Common, Elvish, Sylvan

SPECIAL TRAITS

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

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ARMOR CLASS
14 (LEATHER ARMOR)

HIT POINTS
31 (7D8)

SPEED
40 FT.

DECK OF ILLUSIONS

WONDROUS ITEM, UNCOMMON

Playing Card	Illusion
<i>Ace of spades</i>	Lich
<i>King of spades</i>	Priest and two acolytes
<i>Queen of spades</i>	Medusa
<i>Jack of spades</i>	Veteran
<i>Ten of spades</i>	Frost giant
<i>Nine of spades</i>	Troll
<i>Eight of spades</i>	Hobgoblin
<i>Two of spades</i>	Goblin
<i>Ace of clubs</i>	Iron golem
<i>King of clubs</i>	Bandit captain and three bandits
<i>Queen of clubs</i>	Erinyes
<i>Jack of clubs</i>	Berserker
<i>Ten of clubs</i>	Hill giant
<i>Nine of clubs</i>	Ogre
<i>Eight of clubs</i>	Orc
<i>Two of clubs</i>	Kobold
<i>Jokers (2)</i>	You (the deck's owner)

STR 15 (+2) **DEX** 6 (-2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 6 (-2) **CHA** 1 (-5)

OCHRE JELLY 450XP

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE RESISTANCES
acid

CONDITION IMMUNITIES

blinded, charmed,
deafened, exhaustion,
frightened, prone

DAMAGE IMMUNITIES
lightning, slashing

SPECIAL TRAITS

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

ARMOR CLASS
8

HIT POINTS
45 (6D10 + 12)

SPEED
10 FT., CLIMB 10 FT.

DECK OF ILLUSIONS

WONDROUS ITEM, UNCOMMON

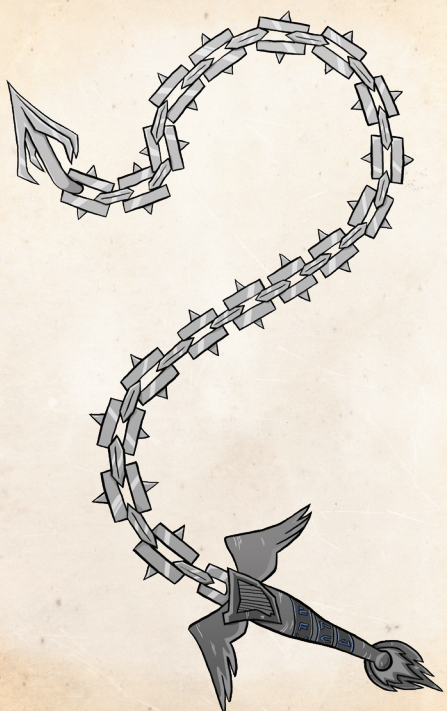
This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 – 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.





THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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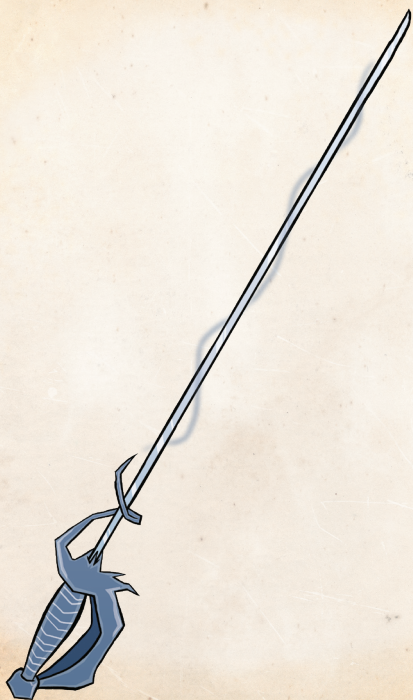
NEZUM'S ARDENT FIRE STRIKER

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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VEIL PIERCER

WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

ART: JORDAN RICHER

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STONE OF ENCUMBRANCE

WONDROUS ITEM, RARE

ART: JORDAN RICHER

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NEZUM'S ARDENT FIRE STRIKER

WONDROUS ITEM, UNCOMMON

These two ornate pieces of magical flint and steel will successfully light any non-magical flammable item on the first try.

However, if the two pieces make contact with each other, they will always spark, successfully igniting something nearby.



STONE OF ENCUMBRANCE

WONDROUS ITEM, RARE

This obsidian stone sculpture exudes the feeling of good luck and fortune. While the player is in possession of this stone they have advantage on checks when searching for gold. However, if placed into a bag of holding, all items except the stone are ejected from the bag and the bag is considered full. A DC 18 Strength check can successfully remove the stone from the bag.



THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

DAMAGE
2d4 slashing + 1d6 fire

PROPERTIES
Finesse, light, reach (10 ft.)

SPECIAL TRAITS

Siren's Strike. You get +1 on all attack rolls made with The Siren.

Siren's Talons. As an action, you can force everyone in a 15' cone to make a DC 15 Dexterity save or take 1d4 cold damage.

Siren's Grasp. The wielder of the Siren can use the whip to grapple, using Dexterity (Acrobatics) to make a grapple instead of Strength. To escape, the restrained creature must contest your Dexterity (Acrobatics) skill. If you only hold The Siren with one hand, you suffer disadvantage on Acrobatics check to maintain restraint.

Siren's Shield. Can use reaction to attempt to deflect missiles. Make a melee attack roll against missile AC:

- Roll of Nat 20 allows you to slice projectile in twain; causing damage to up to two enemies adjacent to or behind player. If the roll is less than 20, the wielder may choose to burn a spell slot; adding the level of the spell slot to the dice roll. If that brings the roll value to 20, then the wielder may proceed as if a nat 20 was rolled.
- If a nat 1 is rolled, the missile weapon is deflected to a more vulnerable area, and the wielder suffers a critical hit.
- Otherwise, if the attack is successful, the damage from the missile is reduced by 1d10 + Dex Modifier.
- Siren's Shield can also be used to deflect missiles that are headed toward other creatures, within a range of 10ft. If successful, the projectile is diverted from the target who takes no damage. Damage is instead transferred to wielder and reduced by 1d10 + Dex Modifier.
- If damage is reduced to zero in any case, you may burn a spell slot to make a ranged attack with proficiency, doing Base Missile Damage + Spell Slot Level.

VEIL PIERCER

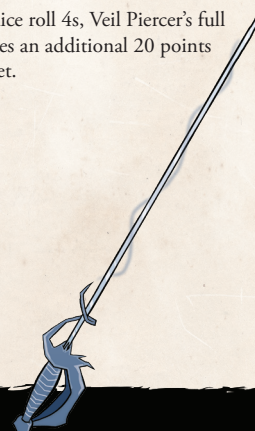
WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

This enchanted (+2) adamantine rapier deals 2d4 piercing damage instead of the normal damage for a non-magic rapier.

However, Veil Piercer unchecked power can do explosive amounts of cold damage as well. After rolling the piercing damage during an attack, take the lower of the two d4s rolled and roll that many more d4 of cold damage.

Example : You've hit a creature with Veil Piercer and have rolled a 2 and 4 for your piercing damage! The lower die is a 2, so you roll another 2d4 cold damage.

If both piercing damage dice roll 4s, Veil Piercer's full power is unleashed - it does an additional 20 points of cold damage to its target.





STONE GOLEM

CR 10

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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SHAMBLING MOUND

CR 5

LARGE PLANT, UNALIGNED

ART: JORDAN RICHER

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SWARM OF RAVENS

CR 1/4

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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SEA HAG

CR 2

MEDIUM FEY, CHAOTIC EVIL

ART: JORDAN RICHER

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STR 18 (+4) **DEX** 8 (-1) **CON** 16 (+3) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

SHAMBLING MOUND 1,800XP

SKILLS

Stealth +2

SENSES

Blindsight 60 ft. (blind beyond this radius),
Passive Perception 10

DAMAGE RESISTANCES

Cold, fire

DAMAGE IMMUNITIES

Lightning

CONDITION IMMUNITIES

Blinded, Deafened,
Exhaustion

SPECIAL TRAITS

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

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 136 (16D10 + 48) **SPEED** 20 FT., SWIM 20 FT.

STR 16 (+3) **DEX** 13 (+1) **CON** 16 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 13 (+1)

SEA HAG 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

LANGUAGES

Aquan, Common, Giant

SPECIAL TRAITS

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, 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 hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

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

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 52 (7D8 + 21) **SPEED** 30 FT., SWIM 40 FT.

STR 22 (+6) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

STONE GOLEM 5,900XP

DAMAGE IMMUNITIES

Poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

LANGUAGES

understands the languages of its creator but can't speak

CONDITION IMMUNITIES

Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 178 (17D10 + 85) **SPEED** 30 FT.

STR 6 (-2) **DEX** 14 (+2) **CON** 8 (-1) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 6 (-2)

SWARM OF RAVENS 50XP

SKILLS

Perception +5

DAMAGE RESISTANCES

Bludgeoning, Piercing,
Slashing

SENSES

Passive Perception 15

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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 raven. 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 swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 20 **HIT POINTS** 24 (7D8 - 7) **SPEED** 10 FT., FLY 50 FT.



BEETLE KNIGHT

CR 4

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

P

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AWAKENED LADY BUG

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

P

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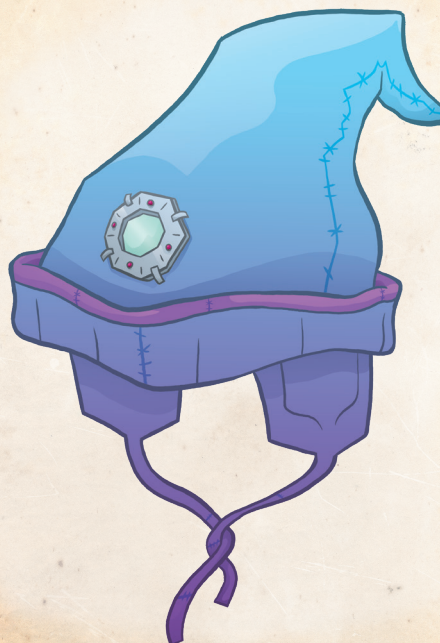
WAND OF MAGIC MISSILE

WAND, UNCOMMON

ART: JORDAN RICHER

P

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HAT OF DISGUISE

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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

AWAKENED LADY BUG 10XP

SENSES
Passive Perception 9

LANGUAGES
Common

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Berry Mace. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

ARMOR CLASS 11 (FULL PLATE, SHIELD) **HIT POINTS** 1 (1d4-1) **SPEED** 15 FT., FLY 30 FT.

STR 18 (+4) **DEX** 14 (+2) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

BEETLE KNIGHT 1,100XP

SKILLS
Athletics +6,
Perception +2

LANGUAGES
Any one language (usually
Common)

SENSES
Passive Perception 12

ACTIONS

Multiattack. The beetle knight makes three longsword attacks, or one Tuck and Roll attack followed by a single longsword attack.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

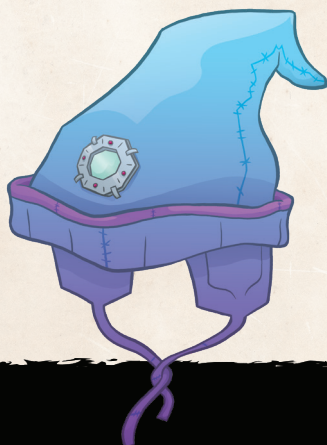
Tuck and Roll. The beetle knight dives and rolls at a target creature up to 20ft away, who must make a DC 14 Dexterity saving throw or be knocked prone.

ARMOR CLASS 20 (FULL PLATE, SHIELD) **HIT POINTS** 78 (12d8 + 24) **SPEED** 30 FT.

HAT OF DISGUISE

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

While wearing this hat, you can use an action to cast the disguise self spell from it at will. The spell ends if the hat is removed.



WAND OF MAGIC MISSILES

WAND, UNCOMMON

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the **magic missile** spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.





RING OF THE RAM

RING, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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BRACERS OF DEFENSE

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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SOLAR

CR 21

LARGE CELESTIAL, LAWFUL GOOD

ART: © JASON ENGLE 2018

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SOLAR (CONTINUED)

ART: © JASON ENGLE 2018

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BRACERS OF DEFENSE

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.



ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

The solar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The solar regains spent legendary actions at the start of its turn.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

RING OF THE RAM

RING, RARE (REQUIRES ATTUNEMENT)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.



STR 26 (+8) **DEX** 22 (+6) **CON** 26 (+8) **INT** 25 (+7) **WIS** 25 (+7) **CHA** 30 (+10)

SOLAR 33,000XP

SKILLS

Perception +14

SENSES

Truesight 120 ft.,
Passive Perception 24

LANGUAGES

All, Telepathy 120 ft.

DAMAGE RESISTANCES

Radiant; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

DAMAGE IMMUNITIES

Necrotic, Poison

CONDITION IMMUNITIES

Charmed, Exhaustion,
Frightened, Poisoned

SPECIAL TRAITS

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will:	detect evil and good, invisibility (self only)
3/day each:	blade barrier, dispel evil and good, resurrection
1/day each:	commune, control weather

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

ARMOR CLASS

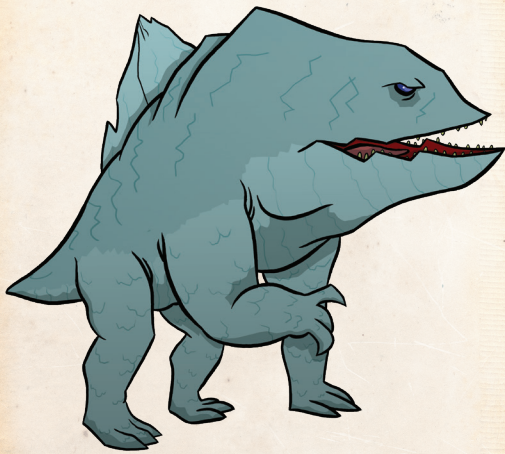
21 NATURAL ARMOR

HIT POINTS

243 (18d10 + 144)

SPEED

50 FT., FLY 150 FT.



BULETTE

CR **5**

LARGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

P

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COCKATRICE

CR **1/2**

SMALL MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

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BASILISK

CR **3**

MEDIUM MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

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BROWN BEAR

CR **1**

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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STR 6 (-2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 5 (-2)

COCKATRICE 100XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature 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 for 24 hours.

ARMOR CLASS 11 **HIT POINTS** 27 (6D6 + 6) **SPEED** 20 FT., FLY 40 FT.

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 7 (-2)

BROWN BEAR 200XP

SKILLS

Perception +3

SENSES

Passive Perception 13

SPECIAL TRAITS

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

ARMOR CLASS 11 NATURAL ARMOR **HIT POINTS** 34 (4D10 + 12) **SPEED** 40 FT., CLIMB 30 FT.

STR 19 (+4) **DEX** 11 (+0) **CON** 21 (+5) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

BULETTE 1,800XP

SENSES

Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 16

SKILLS

Perception +6

SPECIAL TRAITS

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 94 (9D10 + 45) **SPEED** 40 FT., BURROW 40 FT.

STR 16 (+3) **DEX** 8 (-1) **CON** 15 (+2) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 7 (-2)

BASILISK 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 9

SPECIAL TRAITS

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 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 the 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 basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 52 (8D8 + 16) **SPEED** 20 FT.



RINGMASTER

CR 6

MEDIUM HUMANOID (HUMAN), CHAOTIC EVIL

ART: JORDAN RICHER

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AWAKENED SHRUB

CR 0

SMALL PLANT, UNALIGNED

ART: JORDAN RICHER

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RUG OF SMOTHERING

CR 2

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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REDCAP

CR 3

SMALL FEY, CHAOTIC EVIL

ART: JORDAN RICHER

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

AWAKENED SHRUB 10XP

DAMAGE VULNERABILITIES Fire
LANGUAGES One language known by its creator
DAMAGE RESISTANCES Piercing
SENSES Passive Perception 10

SPECIAL TRAITS

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

ACTIONS

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

An awakened shrub is an ordinary shrub given sentience and mobility by the awaken spell or similar magic.

ARMOR CLASS 9 **HIT POINTS** 10 (3D6) **SPEED** 20 FT.

STR 18 (+4) **DEX** 13 (+1) **CON** 18 (+4) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 9 (-1)

REDCAP 700XP

SKILLS Athletics +6, Perception +4
LANGUAGES Common, Sylvan
SENSES Darkvision 60 ft., Passive Perception 14

SPECIAL TRAITS

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Tougher Than They Look. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its vicious sickle.

Vicious Sickle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Iron Roundhouse. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 45 (6D6 + 24) **SPEED** 25 FT.

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

RINGMASTER 2,300XP

SENSES Passive Perception 12
LANGUAGES Common

SPECIAL TRAITS

Bullhorn. The ringmaster uses an imbued bullhorn to create potent magical effects that ensnare the mind and body. The bullhorn has 6 charges and regains 1d6 charges every day at dawn. Spells cast from the bullhorn have a spell save DC of 15. It can be used, as an action, to cast the following spells:

At will	prestidigitation
1 charge:	charm person, enthrall, tasha's hideous laughter
2 charges:	compulsion, confusion
3 charges:	dominate person

ACTIONS

Multiattack. The ringmaster makes two baton attacks.

Baton. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 22 (4d6 + 6) bludgeoning damage.

Step Right Up. The ringmaster goads a creature that can hear him into attacking wrecklessly. The creature must succeed a DC 15 Wisdom saving throw or be compelled to use their next action to perform a melee attack with disadvantage against the ringleader.

Grapple. The ringmaster can, as a reaction, grapple a creature who misses a melee attack against him.

ARMOR CLASS 14 **HIT POINTS** 130 (20D8 + 40) **SPEED** 30 FT.

STR 17 (+3) **DEX** 14 (+2) **CON** 10 (+0) **INT** 1 (-5) **WIS** 3 (-4) **CHA** 1 (-5)

RUG OF SMOTHERING 450 XP

DAMAGE IMMUNITIES Poison, Psychic
SENSES Blindsight 60 ft. (blind beyond this radius), Passive Perception 6
CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
DAMAGE IMMUNITIES Fire, Poison

SPECIAL TRAITS

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

ACTIONS

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

ARMOR CLASS 12 **HIT POINTS** 33 (6D10) **SPEED** 10 FT.



GAUNTLETS OF OGRE POWER

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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GRIFFON

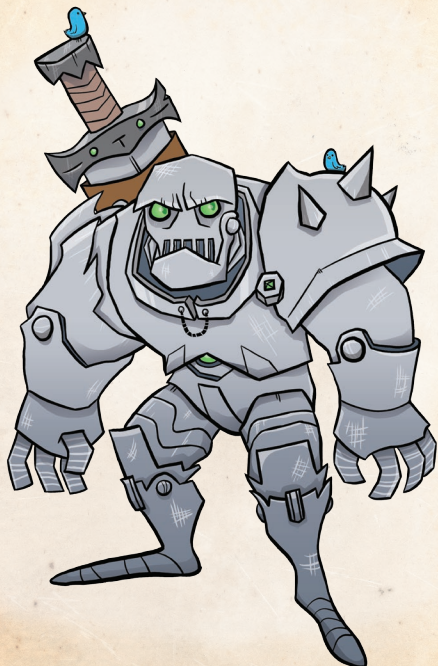
CR 2

LARGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

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IRON GOLEM

CR 16

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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HORNED DEVIL

CR 11

LARGE FIEND (DEVIL), LAWFUL EVIL

ART: JORDAN RICHER

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STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 8 (-1)

GRIFFON 450 XP

SKILLS

Perception +5

SENSES

Darkvision 60 ft.,
Passive Perception 15

SPECIAL TRAITS

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

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

ARMOR CLASS 12 **HIT POINTS** 59 (7D10 + 21) **SPEED** 30 FT., FLY 80 FT.

STR 22 (+6) **DEX** 17 (+3) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 17 (+3)

HORNED DEVIL 7,200XP

SAVING THROWS

Str +10, Dex +7, Wis +7, Cha +7

DAMAGE RESISTANCES

Cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

CONDITION IMMUNITIES Poisoned

DAMAGE IMMUNITIES

Fire, Poison

LANGUAGES

Infernal, telepathy 120 ft.

SENSES

Darkvision 120 ft.,
Passive Perception 13

SPECIAL TRAITS

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 devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

ARMOR CLASS 18 **NATURAL ARMOR** **HIT POINTS** 148 (17D10 + 55) **SPEED** 20 FT., FLY 60 FT.

GAUNTLETS OF OGRE POWER

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.



STR 24 (+7) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

IRON GOLEM 15,000XP

DAMAGE IMMUNITIES

Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

LANGUAGES

understands the languages of its creator but can't speak

CONDITION IMMUNITIES

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

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

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

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

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

ACTIONS

Multiattack. The golem makes two melee attacks. Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 20 **NATURAL ARMOR** **HIT POINTS** 210 (20D10 + 100) **SPEED** 30 FT.



MANTICORE

CR 3

LARGE MONSTROSITY, LAWFUL EVIL

ART: JORDAN RICHER

P

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STR
17 (+3)

DEX
16 (+3)

CON
17 (+3)

INT
7 (-2)

WIS
12 (+1)

CHA
8 (-1)

MANTICORE 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

LANGUAGES

Common

SPECIAL TRAITS

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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.

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

ARMOR CLASS
14 NATURAL ARMOR

HIT POINTS
68 (8D10 + 24)

SPEED
30 FT., FLY 50 FT.



REFERENCE
CARDS

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AUGUST 2018

PATREON
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AZER

CR **2**

MEDIUM ELEMENTAL, LAWFUL NEUTRAL

ART: SVETOSLAV PETROV 2018

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HUMBLEWOOD.NET

KNIGHT OWL

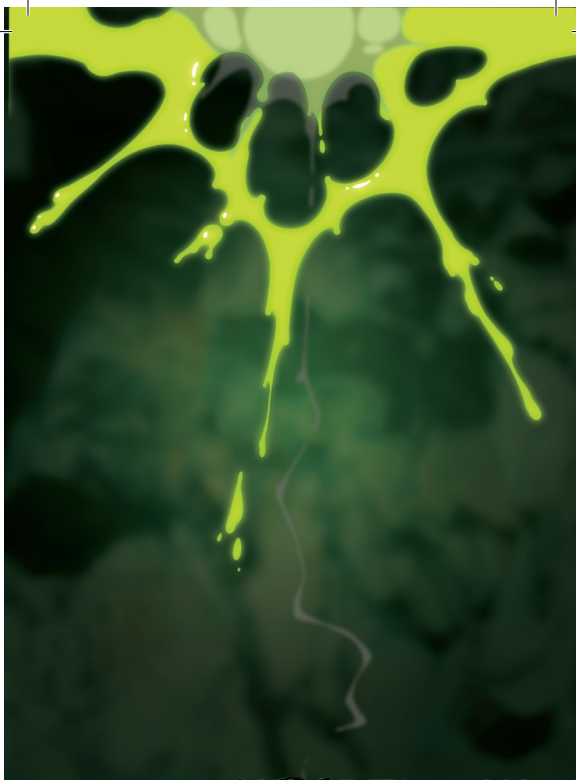
CR **3**

MEDIUM HUMANOID (STRIG), LAWFUL GOOD

ART: LEESHA HANNIGAN 2018

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ACID SPLASH

LEVEL **0**
CONJURATION

1 ACTION 60 FT. V,S INSTANT

ART: DARREN BIRD

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GIANT APE

CR **7**

HUGE BEAST, UNALIGNED

ART: JORDAN RICHER

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STR 16 (+3) **DEX** 10 (+0) **CON** 16 (+3) **INT** 8 (-1) **WIS** 13 (+2) **CHA** 12 (+1)

KNIGHT OWL 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Birdfolk,
understand Auran

SPECIAL TRAITS

Protector. If an ally within 5 feet of the knight is attacked, the knight can use its reaction to impose disadvantage on that attack.

Manuever. (2/day) When the knight hits with an attack, they can choose to manuever the enemy out of position, granting an ally within 5 feet of the target the opportunity to use their reaction to move away from this enemy at half their movement speed without provoking an attack of opportunity.

Feather Helm. (3/day) The knight can automatically succeed a Dexterity (Stealth) check to hide in the forest.

Glide. When falling, the knight can move up to its speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Rally. (2/day) The knight can use its bonus action to inspire one of its allies, granting them temporary hit points equal to 1d6 + 1.

Wing Crest Shield. (3/day) The knight can cast the gust of wind spell outward from the shield's face. This spell lasts until the start of the knight's next turn or about 10 seconds.

ARMOR CLASS
18 (HALF PLATE, SHIELD)

HIT POINTS
37 (5D8 + 15)

SPEED
30 FT.

STR 23 (+6) **DEX** 14 (+2) **CON** 18 (+4) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

GIANT APE 2,900XP

SKILLS

Athletics +9, Perception +4

SENSES

Passive Perception 14

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

ARMOR CLASS
12

HIT POINTS
157 (15D12 + 60)

SPEED
40 FT., CLIMB 40 FT.

STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

AZER 450XP

SAVING THROWS

Con +4

SENSES

Passive Perception 11

LANGUAGES

Ignan

DAMAGE IMMUNITIES

Fire, Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

ARMOR CLASS
17 NATURAL ARMOR

HIT POINTS
39 (6D8 + 12)

SPEED
30 FT.

ACID SPLASH CONJURATION CANTRIP



CASTING TIME

1 action



RANGE

60 feet



COMPONENTS

V,S



DURATION

Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Oops, clumsy me.
Did I spill some on you?*

SORCERER | WIZARD



PANTHER

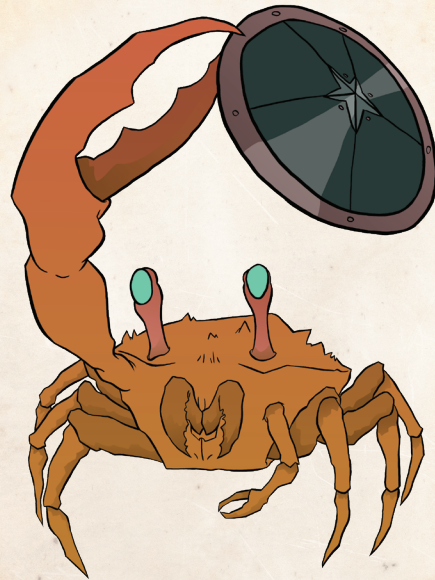
CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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GIANT CRAB

CR 1/8

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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NIGHT HAG

CR 5

MEDIUM FIEND, NEUTRAL EVIL

ART: JORDAN RICHER

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NIGHT HAG (CONTINUED)

ART: JORDAN RICHER

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STR 13 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 9 (-1) **CHA** 3 (-4)

GIANT CRAB 25XP

SKILLS

Stealth +4

SENSES

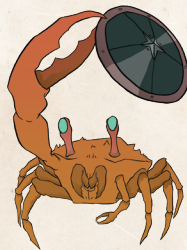
Blindsight 30 ft.,
Passive Perception 9

SPECIAL TRAITS

Amphibious. The crab can breathe air and water.

ACTIONS

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 crab has two claws, each of which can grapple only one target.



ARMOR CLASS

15 (NATURAL ARMOR)

HIT POINTS

13 (3D8)

SPEED

30 FT., SWIM 30 FT.

ACTIONS

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

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 7 (-2)

PANTHER 50XP

SKILLS

Perception +4, Stealth +6

SENSES

Passive Perception 14

SPECIAL TRAITS

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

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

ARMOR CLASS

12

HIT POINTS

13 (3D8)

SPEED

50 FT., CLIMB 40 FT.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 16 (+3)

NIGHT HAG 1,800XP

SENSES

Darkvision 120 ft.,
Passive Perception 16

SKILLS

Deception +7, Insight +6,
Perception +6, Stealth +6

LANGUAGES

Abyssal, Common,
Infernal, Primordial

DAMAGE RESISTANCES

Cold, Fire; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks
not made with silvered
weapons

CONDITION IMMUNITIES

Charmed

SPECIAL TRAITS

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

<i>At will</i>	detect magic, magic missile
<i>2/day each</i>	plane shift (<i>self only</i>), ray of enfeeblement, sleep

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

ARMOR CLASS

17 (NATURAL ARMOR)

HIT POINTS

112 (15D8 + 45)

SPEED

30 FT.



GARGOYLE

CR 2

MEDIUM ELEMENTAL, CHAOTIC EVIL

ART: JORDAN RICHER

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IMMOVABLE ROD

ROD, UNCOMMON

ART: JORDAN RICHER

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WOLF

CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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FLYING SWORD

CR 1/4

SMALL CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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IMMOVABLE ROD

ROD, UNCOMMON

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.



STR 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 5 (-3) **CHA** 1 (-5)

FLYING SWORD 50XP

SAVING THROWS

Dex +4

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 7

CONDITION IMMUNITIES

Blinded, Charmed,
Deafened, Frightened,
Paralyzed, Petrified,
Poisoned

DAMAGE IMMUNITIES

Poison, Psychic

SPECIAL TRAITS

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 17 (5D6) **SPEED** 0 FT., FLY 50 FT. (HOVER)

STR 15 (+2) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 7 (-2)

GARGOYLE 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Exhaustion, Petrified,
Poisoned

LANGUAGES

Terran

DAMAGE RESISTANCES

Bludgeoning, Piercing, and
Slashing from nonmagical
attacks that aren't
adamantine

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

ARMOR CLASS 15 (NATURAL ARMOR) **HIT POINTS** 52 (7D8 + 21) **SPEED** 30 FT., FLY 60 FT.

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

WOLF 50XP

SKILLS

Perception +3, Stealth +4

SENSES

Passive Perception 13

SPECIAL TRAITS

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

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 isn't incapacitated.

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 be knocked prone.

ARMOR CLASS 13 (NATURAL ARMOR) **HIT POINTS** 11 (2D8 + 2) **SPEED** 40 FT.



ANCIENT GOLD DRAGON CR 24

GARGANTUAN DRAGON, LAWFUL GOOD

ART. TOM BABBEY 2018

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ANCIENT GOLD DRAGON (CONTINUED)

ART. TOM BABBEY 2018

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FIRE BOLT

LEVEL 0
EVOCATION

1 ACTION 120 FT. V.S. INSTANT

ART. DARREN BIRD

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OCHRE JELLY

CR 2

LARGE OOZE, UNALIGNED

ART. JORDAN RICHER

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ACTIONS

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR 15 (+2) **DEX** 6 (-2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 6 (-2) **CHA** 1 (-5)

OCHRE JELLY 450XP

SENSES
Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE RESISTANCES
Acid

CONDITION IMMUNITIES
Blinded, Charmed,
Deafened, Exhaustion,
Frightened, Prone

DAMAGE IMMUNITIES
Lightning, Slashing

SPECIAL TRAITS

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

ARMOR CLASS 8 **HIT POINTS** 45 (6d10 + 12) **SPEED** 10 FT., CLIMB 10 FT.

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 28 (+9)

ANCIENT GOLD DRAGON 62,000XP

SAVING THROWS

Dex +9, Con +16, Wis +10, Cha +16

SKILLS

Insight +10, Perception +17,
Persuasion +16, Stealth +9

LANGUAGES

Common, Draconic

DAMAGE IMMUNITIES

Fire

SENSES

Blindsight 60 ft.,
Darkvision 120 ft.,
Passive Perception 27

SPECIAL TRAITS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target.
Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 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 dragon's Frightful Presence for the next 24 hours.

ARMOR CLASS
22 NATURAL ARMOR

HIT POINTS
546 (28d20 + 252)

SPEED
40 FT., FLY 80 FT.,
SWIM 40 FT.

FIRE BOLT EVOCATION CANTRIP



CASTING TIME

1 action



RANGE

120 feet



COMPONENTS

V, S



DURATION

Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Consider this a warning shot

SORCERER | WIZARD



FLESH GOLEM

CR 5

MEDIUM CONSTRUCT, NEUTRAL

ART: JORDAN RICHER

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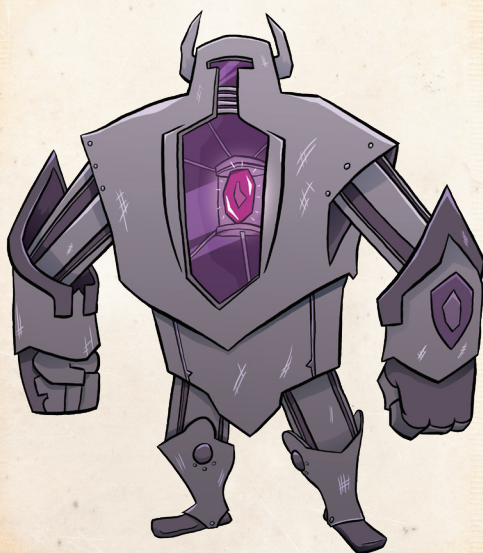


FLESH GOLEM (CONTINUED)

ART: JORDAN RICHER

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SHIELD GUARDIAN

CR 7

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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DIRE WOLF

CR 1

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

DIRE WOLF 200XP

SKILLS Perception +3, Stealth +4 **SENSES** Passive Perception 13

SPECIAL TRAITS

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

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ARMOR CLASS 14 (NATURAL ARMOR) **HIT POINTS** 37 (5D10 + 10) **SPEED** 50 FT.

STR 19 (+4) **DEX** 9 (-1) **CON** 18 (+4) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 5 (-3)

FLESH GOLEM 1,800XP

SENSES Darkvision 60 ft., Passive Perception 10

DAMAGE IMMUNITIES Lightning, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

CONDITION IMMUNITIES Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

LANGUAGES Understands the languages of its creator but can't speak

SPECIAL TRAITS

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

ARMOR CLASS 9 **HIT POINTS** 93 (11D8 + 44) **SPEED** 30 FT.

STR 18 (+4) **DEX** 8 (-1) **CON** 18 (+4) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 3 (-4)

SHIELD GUARDIAN 2,900XP

SENSES Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

LANGUAGES Understands commands given in any language but can't speak

CONDITION IMMUNITIES Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

DAMAGE IMMUNITIES Poison

SPECIAL TRAITS

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 142 (15D10 + 60) **SPEED** 30 FT.



STONE OF ENCUMBRANCE

WONDROUS ITEM, RARE

ART: JORDAN RICHER

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SATYR

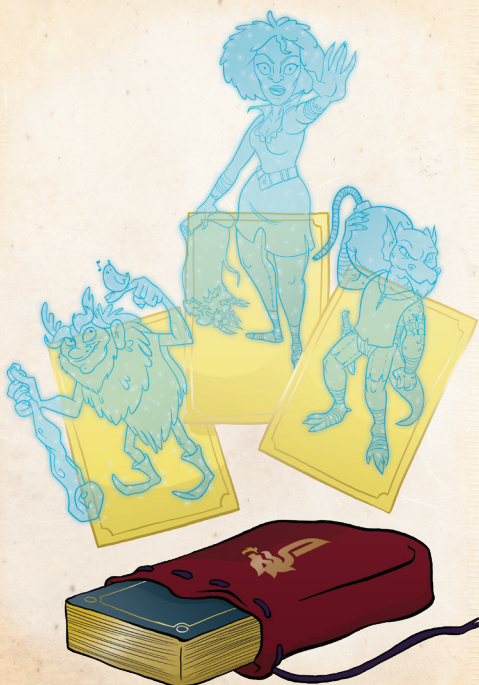
CR 1/2

MEDIUM FEY, CHAOTIC NEUTRAL

ART: JORDAN RICHER

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DECK OF ILLUSIONS

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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DECK OF ILLUSIONS (CONTINUED)

Playing Card	Illusion
<i>Ace of hearts</i>	Red dragon
<i>King of hearts</i>	Knight and four guards
<i>Queen of hearts</i>	Succubus or incubus
<i>Jack of hearts</i>	Druid
<i>Ten of hearts</i>	Cloud giant
<i>Nine of hearts</i>	Ettin
<i>Eight of hearts</i>	Bugbear
<i>Two of hearts</i>	Goblin
<i>Ace of diamonds</i>	Beholder
<i>King of diamonds</i>	Archmage and mage apprentice
<i>Queen of diamonds</i>	Night hag
<i>Jack of diamonds</i>	Assassin
<i>Ten of diamonds</i>	Fire giant
<i>Nine of diamonds</i>	Ogre mage
<i>Eight of diamonds</i>	Gnoll
<i>Two of diamonds</i>	Kobold

ART: JORDAN RICHER

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STR 12 (+1) **DEX** 16 (+3) **CON** 11 (+0) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

SATYR 100XP

SKILLS

Perception +2,
Performance +6,
Stealth +5

SENSES

Passive Perception 12

LANGUAGES

Common, Elvish, Sylvan

SPECIAL TRAITS

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

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ARMOR CLASS
14 (LEATHER ARMOR)

HIT POINTS
31 (7D8)

SPEED
40 FT.

DECK OF ILLUSIONS WONDROUS ITEM, UNCOMMON

Playing Card	Illusion
<i>Ace of spades</i>	Lich
<i>King of spades</i>	Priest and two acolytes
<i>Queen of spades</i>	Medusa
<i>Jack of spades</i>	Veteran
<i>Ten of spades</i>	Frost giant
<i>Nine of spades</i>	Troll
<i>Eight of spades</i>	Hobgoblin
<i>Two of spades</i>	Goblin
<i>Ace of clubs</i>	Iron golem
<i>King of clubs</i>	Bandit captain and three bandits
<i>Queen of clubs</i>	Erinyes
<i>Jack of clubs</i>	Berserker
<i>Ten of clubs</i>	Hill giant
<i>Nine of clubs</i>	Ogre
<i>Eight of clubs</i>	Orc
<i>Two of clubs</i>	Kobold
<i>Jokers (2)</i>	You (the deck's owner)

STONE OF ENCUMBRANCE WONDROUS ITEM, RARE

This obsidian stone sculpture exudes the feeling of good luck and fortune. While the player is in possession of this stone they have advantage on checks when searching for gold. However, if placed into a bag of holding, all items except the stone are ejected from the bag and the bag is considered full. A DC 18 Strength check can successfully remove the stone from the bag.



DECK OF ILLUSIONS WONDROUS ITEM, UNCOMMON

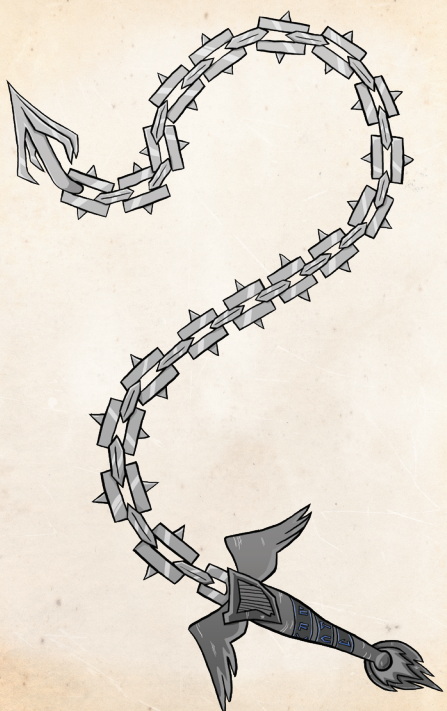
This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 - 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.





THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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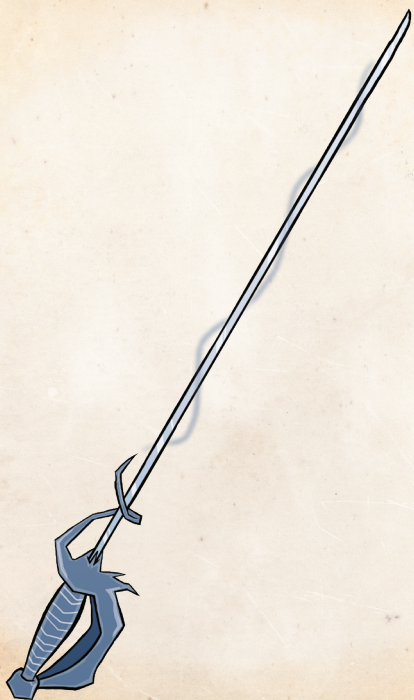
NEZUM'S ARDENT FIRE STRIKER

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

P

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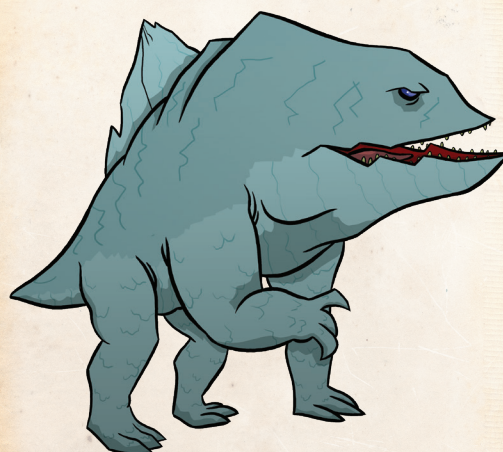
VEIL PIERCER

WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

ART: JORDAN RICHER

P

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BULETTE

CR 5

LARGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

P

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NEZUM'S ARDENT FIRE STRIKER

WONDEROUS ITEM, UNCOMMON

These two ornate pieces of magical flint and steel will successfully light any non-magical flammable item on the first try.

However, if the two pieces make contact with each other, they will always spark, successfully igniting something nearby.



STR 19 (+4) **DEX** 11 (+0) **CON** 21 (+5) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

BULETTE 1,800XP

SENSES

Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 16

SKILLS

Perception +6

SPECIAL TRAITS

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

ARMOR CLASS
17 NATURAL ARMOR

HIT POINTS
94 (9d10 + 45)

SPEED

40 FT., BURROW 40 FT.

THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

DAMAGE

2d4 slashing + 1d6 fire

PROPERTIES

Finesse, light, reach (10 ft.)

SPECIAL TRAITS

Siren's Strike. You get +1 on all attack rolls made with The Siren.

Siren's Talons. As an action, you can force everyone in a 15' cone to make a DC 15 Dexterity save or take 1d4 cold damage.

Siren's Grasp. The wielder of the Siren can use the whip to grapple, using Dexterity (Acrobatics) to make a grapple instead of Strength. To escape, the restrained creature must contest your Dexterity (Acrobatics) skill. If you only hold The Siren with one hand, you suffer disadvantage on Acrobatics check to maintain restraint.

Siren's Shield. Can use reaction to attempt to deflect missiles. Make a melee attack roll against missile AC:

- Roll of Nat 20 allows you to slice projectile in twain; causing damage to up to two enemies adjacent to or behind player. If the roll is less than 20, the wielder may choose to burn a spell slot; adding the level of the spell slot to the dice roll. If that brings the roll value to 20, then the wielder may proceed as if a nat 20 was rolled.
- If a nat 1 is rolled, the missile weapon is deflected to a more vulnerable area, and the wielder suffers a critical hit.
- Otherwise, if the attack is successful, the damage from the missile is reduced by 1d10 + Dex Modifier
- Siren's Shield can also be used to deflect missiles that are headed toward other creatures, within a range of 10ft. If successful, the projectile is diverted from the target who takes no damage. Damage is instead transferred to wielder and reduced by 1d10 + Dex Modifier
- If damage is reduced to zero in any case, you may burn a spell slot to make a ranged attack with proficiency, doing Base Missile Damage + Spell Slot Level

VEIL PIERCER

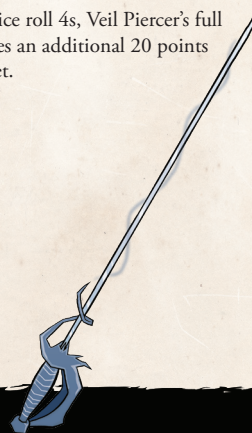
WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

This enchanted (+2) adamantine rapier deals 2d4 piercing damage instead of the normal damage for a non-magic rapier.

However, Veil Piercer unchecked power can do explosive amounts of cold damage as well. After rolling the piercing damage during an attack, take the lower of the two d4s rolled and roll that many more d4 of cold damage.

Example : You've hit a creature with Veil Piercer and have rolled a 2 and 4 for your piercing damage! The lower die is a 2, so you roll another 2d4 cold damage.

If both piercing damage dice roll 4s, Veil Piercer's full power is unleashed - it does an additional 20 points of cold damage to its target.





STONE GOLEM

CR 10

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

P

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SHAMBLING MOUND

CR 5

LARGE PLANT, UNALIGNED

ART: JORDAN RICHER

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SWARM OF RAVENS

CR 1/4

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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SEA HAG

CR 2

MEDIUM FEY, CHAOTIC EVIL

ART: JORDAN RICHER

P

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STR 18 (+4) **DEX** 8 (-1) **CON** 16 (+3) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

SHAMBLING MOUND 1,800XP

SKILLS

Stealth +2

SENSES

Blindsight 60 ft. (blind beyond this radius),
Passive Perception 10

DAMAGE RESISTANCES

Cold, fire

DAMAGE IMMUNITIES

Lightning

CONDITION IMMUNITIES

Blinded, Deafened,
Exhaustion

SPECIAL TRAITS

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

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

ARMOR CLASS 15 **NATURAL ARMOR** **HIT POINTS** 136 (16D10 + 48) **SPEED** 20 FT., SWIM 20 FT.

STR 16 (+3) **DEX** 13 (+1) **CON** 16 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 13 (+1)

SEA HAG 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

LANGUAGES

Aquan, Common, Giant

SPECIAL TRAITS

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, 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 hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

ARMOR CLASS 14 **NATURAL ARMOR** **HIT POINTS** 52 (7D8 + 21) **SPEED** 30 FT., SWIM 40 FT.

STR 22 (+6) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

STONE GOLEM 5,900XP

DAMAGE IMMUNITIES

Poison, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

LANGUAGES

Understands the languages of its creator but can't speak

CONDITION IMMUNITIES

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 17 **NATURAL ARMOR** **HIT POINTS** 178 (17D10 + 85) **SPEED** 30 FT.

STR 6 (-2) **DEX** 14 (+2) **CON** 8 (-1) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 6 (-2)

SWARM OF RAVENS 50XP

SKILLS

Perception +5

DAMAGE RESISTANCES

Bludgeoning, Piercing, Slashing

SENSES

Passive Perception 15

CONDITION IMMUNITIES

Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

SPECIAL TRAITS

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 raven. 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 swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 20 **HIT POINTS** 24 (7D8 - 7) **SPEED** 10 FT., FLY 50 FT.



BEETLE KNIGHT

CR 4

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

P

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AWAKENED LADY BUG

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

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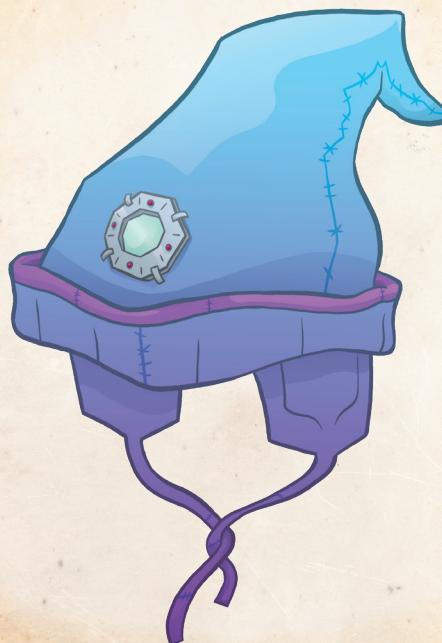
WAND OF MAGIC MISSILE

WAND, UNCOMMON

ART: JORDAN RICHER

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HAT OF DISGUISE

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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

AWAKENED LADY BUG 10XP

SENSES
Passive Perception 9

LANGUAGES
Common

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Berry Mace. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

ARMOR CLASS 11 (FULL PLATE, SHIELD) **HIT POINTS** 1 (1D4-1) **SPEED** 15 FT., FLY 30 FT.

STR 18 (+4) **DEX** 14 (+2) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

BEETLE KNIGHT 1,100XP

SKILLS
Athletics +6,
Perception +2

LANGUAGES
Any one language (usually
Common)

SENSES
Passive Perception 12

ACTIONS

Multiattack. The beetle knight makes three longsword attacks, or one Tuck and Roll attack followed by a single longsword attack.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

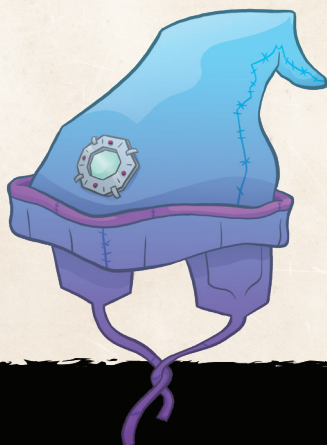
Tuck and Roll. The beetle knight dives and rolls at a target creature up to 20ft away, who must make a DC 14 Dexterity saving throw or be knocked prone.

ARMOR CLASS 20 (FULL PLATE, SHIELD) **HIT POINTS** 78 (12D8 + 24) **SPEED** 30 FT.

HAT OF DISGUISE

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

While wearing this hat, you can use an action to cast the disguise self spell from it at will. The spell ends if the hat is removed.



WAND OF MAGIC MISSILES

WAND, UNCOMMON

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the **magic missile** spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.





RING OF THE RAM

RING, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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BRACERS OF DEFENSE

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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SOLAR

CR 21

LARGE CELESTIAL, LAWFUL GOOD

ART: © JASON ENGLE 2018

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SOLAR (CONTINUED)

ART: © JASON ENGLE 2018

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BRACERS OF DEFENSE

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.



ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

The solar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The solar regains spent legendary actions at the start of its turn.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

RING OF THE RAM

RING, RARE (REQUIRES ATTUNEMENT)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.



STR 26 (+8) **DEX** 22 (+6) **CON** 26 (+8) **INT** 25 (+7) **WIS** 25 (+7) **CHA** 30 (+10)

SOLAR 33,000XP

SKILLS

Perception +14

SENSES

Truesight 120 ft.,
Passive Perception 24

LANGUAGES

All, Telepathy 120 ft.

DAMAGE RESISTANCES

Radiant; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

DAMAGE IMMUNITIES

Necrotic, Poison

CONDITION IMMUNITIES

Charmed, Exhaustion,
Frightened, Poisoned

SPECIAL TRAITS

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will:	detect evil and good, invisibility (self only)
3/day each:	blade barrier, dispel evil and good, resurrection
1/day each:	commune, control weather

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

ARMOR CLASS
21 NATURAL ARMOR

HIT POINTS
243 (18d10 + 144)

SPEED
50 FT., FLY 150 FT.



REFERENCE
CARDS

THE DECK OF MANY.COM

SEPTEMBER 2018

PATREON
PRINT 'N PLAY PDF





DUERGAR

CR 1

MEDIUM HUMANOID (DWARF), LAWFUL EVIL

ART: LAURA AND JOHN LAKEY

P

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HUMBLEWOOD.NET

CORVUM NECROMANCER

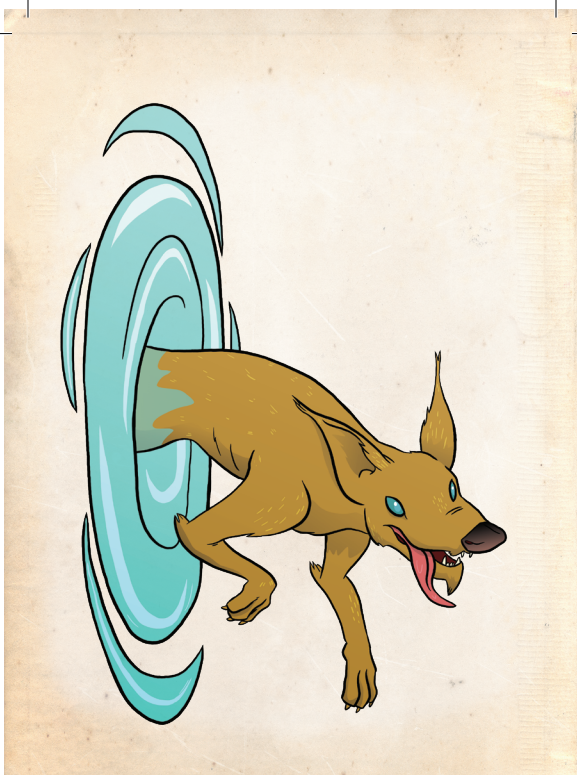
CR 1

MEDIUM HUMANOID (CORVUM), CHAOTIC EVIL

ART: LEESHA HANNIGAN

P

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BLINK DOG

CR 1/4

MEDIUM FEY, LAWFUL GOOD

ART: JORDAN RICHER

P

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SWARM OF INSECTS

CR 1/2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

P

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STR 8 (-1) **DEX** 10 (+0) **CON** 10 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

CORVUM NECROMANCER 200XP

SENSES

Passive Perception 12

SKILLS

Arcana +4, Medicine +4

LANGUAGES

Common, Birdfolk, understands Auran

SPECIAL TRAITS

Spellcasting. The necromancer is a 2nd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit will spell attacks). The necromancer has the following warlock spells prepared:

Cantrips (at will):	chill touch, prestidigitation
1st level (4 slots):	charm person, false life, inflict wounds

Awakened Mind. The necromancer can communicate telepathically with any creature they can see within 30 feet. They don't need to share a language with the creature for it to understand them, but the creature must understand at least one language.

Glide. When falling, the necromancer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

Talons. Melee Weapon Attack: -1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Mask of Many Faces. The necromancer can cast alter self on themself at will, without expending a spell slot.

Misty Visions. The necromancer can cast silent image at will, without expending a spell slot.

ARMOR CLASS 10 **HIT POINTS** 22 (5D8) **SPEED** 30 FT.

STR 3 (-4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 1 (-5)

SWARM OF INSECTS 100XP

SENSES

Blindsight 10 ft.,
Passive Perception 8

DAMAGE RESISTANCES

Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 12 NATURAL ARMOR **HIT POINTS** 22 (5D8) **SPEED** 20 FT., CLIMB 20 FT.

STR 14 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 9 (-1)

DUERGAR 200XP

DAMAGE RESISTANCES

Poison

LANGUAGES

Dwarvish, Undercommon

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ARMOR CLASS 16 SCALE MAIL, SHIELD **HIT POINTS** 26 (4D8 + 8) **SPEED** 25 FT.

STR 12 (+1) **DEX** 17 (+3) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

BLINK DOG 50XP

SKILLS

Perception +3, Stealth +5

SENSES

Passive Perception 13

LANGUAGES

Blink Dog, understands
Sylvan but can't speak it

SPECIAL TRAITS

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

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

ARMOR CLASS 13 **HIT POINTS** 22 (4D8 + 4) **SPEED** 40 FT.



CLOAKER

CR 8

LARGE ABERRATION, CHAOTIC NEUTRAL

ART. JORDAN RICHER

P

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CLOAKER (CONTINUED)

ART. JORDAN RICHER

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GREEN HAG

CR 3

MEDIUM FEY, NEUTRAL EVIL

ART. JORDAN RICHER

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DWARVEN THROWER

WEAPON (WARHAMMER),
VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

ART. JORDAN RICHER

P

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ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

DWARVEN THROWER

WEAPON (WARHAMMER),

VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.



STR
17 (+3)

DEX
15 (+2)

CON
12 (+1)

INT
13 (+1)

WIS
12 (+1)

CHA
14 (+2)

CLOAKER 3,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

SKILLS

Stealth +5

LANGUAGES

Deep Speech,
Undercommon

SPECIAL TRAITS

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

78 (12D10 + 12)

SPEED

10 FT., FLY 40 FT.

STR
18 (+4)

DEX
12 (+1)

CON
16 (+3)

INT
13 (+1)

WIS
14 (+2)

CHA
14 (+2)

GREEN HAG 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Draconic, Sylvan

SKILLS

Arcana +3, Deception +4,
Perception +4, Stealth +3

ACTIONS

Amphibious. The hag can breathe air and water.

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

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

82 (11D8 + 33)

SPEED

30 FT.



YOUNG WHITE DRAGON CR 6

LARGE DRAGON, CHAOTIC EVIL

ART: JORDAN RICHER

P

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CHIMERA CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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SPRITE CR 1/4

TINY FEY, NEUTRAL GOOD

ART: JORDAN RICHER

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GIANT APE CR 7

HUGE BEAST, UNALIGNED

ART: JORDAN RICHER

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STR 19 (+4) **DEX** 11 (+0) **CON** 19 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 10 (+0)

CHIMERA 2,300XP

SENSES

Darkvision 60 ft.,
Passive Perception 18

LANGUAGES

Understands Draconic
but can't speak

SKILLS

Perception +8

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 114 (12D10 + 48) **SPEED** 30 FT., FLY 60 FT.

STR 23 (+6) **DEX** 14 (+2) **CON** 18 (+4) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

GIANT APE 2,900XP

SKILLS

Athletics +9, Perception +4

SENSES

Passive Perception 14

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

ARMOR CLASS 12 **HIT POINTS** 157 (15D12 + 60) **SPEED** 40 FT., CLIMB 40 FT.

STR 18 (+4) **DEX** 10 (+0) **CON** 18 (+4) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 12 (+1)

YOUNG WHITE DRAGON 2,300XP

SENSES

Blindsight 30 ft.,
Darkvision 120 ft.,
Passive Perception 16

SAVING THROWS

Dex +3, Con +7,
Wis +3, Cha +4

SKILLS

Perception +6, Stealth +3

DAMAGE IMMUNITIES

Cold

LANGUAGES

Common, Draconic

SPECIAL TRAITS

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 133 (14D10 + 56) **SPEED** 40 FT., BURROW 20 FT., FLY 80 FT., SWIM 40 FT.

STR 3 (-4) **DEX** 18 (+4) **CON** 10 (+0) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 11 (+0)

SPRITE 50XP

SKILLS

Perception +3, Stealth +8

SENSES

Passive Perception 13

LANGUAGES

Common, Elvish, Sylvan

ACTIONS

Longsword. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

ARMOR CLASS 15 LEATHER ARMOR **HIT POINTS** 2 (1D4) **SPEED** 10 FT., FLY 40 FT.



AZER

CR **2**

MEDIUM ELEMENTAL, LAWFUL NEUTRAL

ART: SVETOSLAV PETROV 2018

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HUMBLEWOOD.NET

KNIGHT OWL

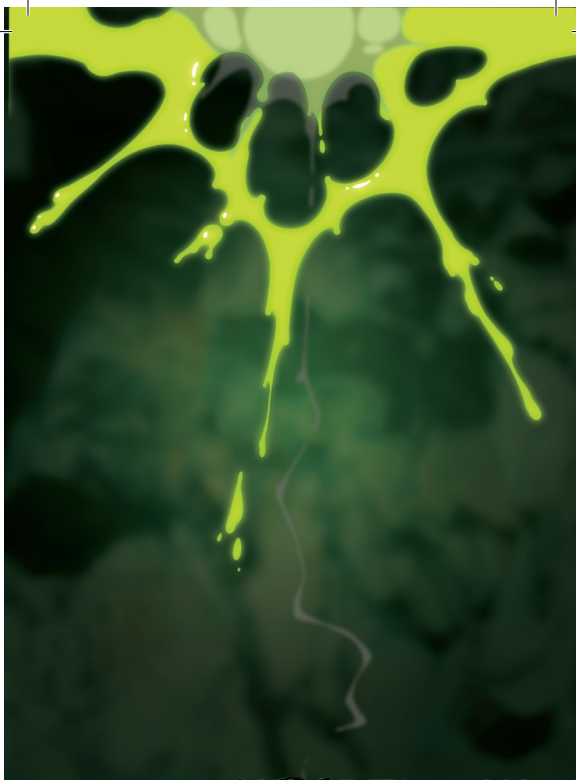
CR **3**

MEDIUM HUMANOID (STRIG), LAWFUL GOOD

ART: LEESHA HANNIGAN 2018

P

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ACID SPLASH

LEVEL **0**
CONJURATION

1 ACTION 60 FT. V,S INSTANT

ART: DARREN BIRD

P

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WOLF

CR **1/4**

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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STR 16 (+3) **DEX** 10 (+0) **CON** 16 (+3) **INT** 8 (-1) **WIS** 13 (+2) **CHA** 12 (+1)

KNIGHT OWL 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Birdfolk,
understand Auran

SPECIAL TRAITS

Protector. If an ally within 5 feet of the knight is attacked, the knight can use its reaction to impose disadvantage on that attack.

Manuever. (2/day) When the knight hits with an attack, they can choose to manuever the enemy out of position, granting an ally within 5 feet of the target the opportunity to use their reaction to move away from this enemy at half their movement speed without provoking an attack of opportunity.

Feather Helm. (3/day) The knight can automatically succeed a Dexterity (Stealth) check to hide in the forest.

Glide. When falling, the knight can move up to its speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Rally. (2/day) The knight can use its bonus action to inspire one of its allies, granting them temporary hit points equal to 1d6 + 1.

Wing Crest Shield. (3/day) The knight can cast the gust of wind spell outward from the shield's face. This spell lasts until the start of the knight's next turn or about 10 seconds.

ARMOR CLASS 18 (HALF PLATE, SHIELD) **HIT POINTS** 37 (5D8 + 15) **SPEED** 30 FT.

STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

AZER 450XP

SAVING THROWS

Con +4

SENSES

Passive Perception 11

LANGUAGES

Ignan

DAMAGE IMMUNITIES

Fire, Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 39 (6D8 + 12) **SPEED** 30 FT.

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

WOLF 50XP

SKILLS

Perception +3, Stealth +4

SENSES

Passive Perception 13

SPECIAL TRAITS

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

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 isn't incapacitated.

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 be knocked prone.

ARMOR CLASS 13 (NATURAL ARMOR) **HIT POINTS** 11 (2D8 + 2) **SPEED** 40 FT.

ACID SPLASH CONJURATION CANTRIP



CASTING TIME

1 action



RANGE

60 feet



COMPONENTS

V,S



DURATION

Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Oops, clumsy me.
Did I spill some on you?*

SORCERER | WIZARD



PANTHER

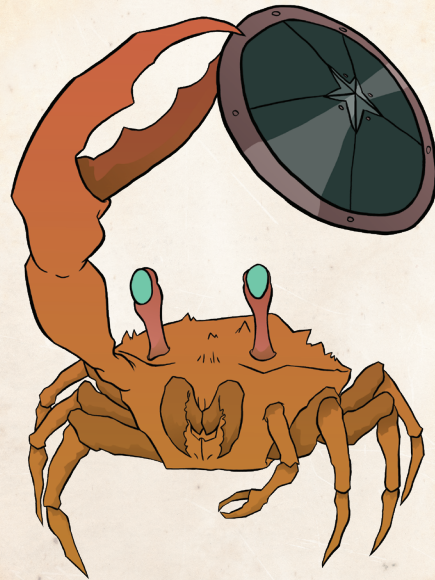
CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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GIANT CRAB

CR 1/8

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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NIGHT HAG

CR 5

MEDIUM FIEND, NEUTRAL EVIL

ART: JORDAN RICHER

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NIGHT HAG (CONTINUED)

ART: JORDAN RICHER

P

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STR 13 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 9 (-1) **CHA** 3 (-4)

GIANT CRAB 25XP

SKILLS

Stealth +4

SENSES

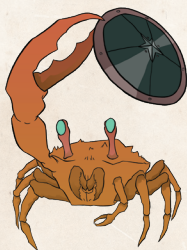
Blindsight 30 ft.,
Passive Perception 9

SPECIAL TRAITS

Amphibious. The crab can breathe air and water.

ACTIONS

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 crab has two claws, each of which can grapple only one target.



ARMOR CLASS

15 (NATURAL ARMOR)

HIT POINTS

13 (3D8)

SPEED

30 FT., SWIM 30 FT.

ACTIONS

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

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 7 (-2)

PANTHER 50XP

SKILLS

Perception +4, Stealth +6

SENSES

Passive Perception 14

SPECIAL TRAITS

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

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

ARMOR CLASS

12

HIT POINTS

13 (3D8)

SPEED

50 FT., CLIMB 40 FT.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 16 (+3)

NIGHT HAG 1,800XP

SENSES

Darkvision 120 ft.,
Passive Perception 16

SKILLS

Deception +7, Insight +6,
Perception +6, Stealth +6

LANGUAGES

Abyssal, Common,
Infernal, Primordial

DAMAGE RESISTANCES

Cold, Fire; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks
not made with silvered
weapons

CONDITION IMMUNITIES

Charmed

SPECIAL TRAITS

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

<i>At will</i>	detect magic, magic missile
<i>2/day each</i>	plane shift (<i>self only</i>), ray of enfeeblement, sleep

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

ARMOR CLASS

17 (NATURAL ARMOR)

HIT POINTS

112 (15D8 + 45)

SPEED

30 FT.



GARGOYLE

CR 2

MEDIUM ELEMENTAL, CHAOTIC EVIL

ART: JORDAN RICHER

P

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IMMOVABLE ROD

ROD, UNCOMMON

ART: JORDAN RICHER

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STONE GOLEM

CR 10

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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FLYING SWORD

CR 1/4

SMALL CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

P

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IMMOVABLE ROD

ROD, UNCOMMON

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.



STR 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 5 (-3) **CHA** 1 (-5)

FLYING SWORD 50XP

SAVING THROWS

Dex +4

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 7

CONDITION IMMUNITIES

Blinded, Charmed,
Deafened, Frightened,
Paralyzed, Petrified,
Poisoned

DAMAGE IMMUNITIES

Poison, Psychic

SPECIAL TRAITS

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 17 (5D6) **SPEED** 0 FT., FLY 50 FT. (HOVER)

STR 15 (+2) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 7 (-2)

GARGOYLE 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Exhaustion, Petrified,
Poisoned

LANGUAGES

Terran

DAMAGE RESISTANCES

Bludgeoning, Piercing, and
Slashing from nonmagical
attacks that aren't
adamantine

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

ARMOR CLASS 15 (NATURAL ARMOR) **HIT POINTS** 52 (7D8 + 21) **SPEED** 30 FT., FLY 60 FT.

STR 22 (+6) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

STONE GOLEM 5,900XP

DAMAGE IMMUNITIES

Poison, Psychic; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks that aren't
adamantine

LANGUAGES

Understands the languages of its
creator but can't speak

CONDITION IMMUNITIES

Charmed, Exhaustion,
Frightened, Paralyzed,
Petrified, Poisoned

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 178 (17D10 + 85) **SPEED** 30 FT.



ANCIENT GOLD DRAGON CR 24

GARGANTUAN DRAGON, LAWFUL GOOD

ART. TOM BABBEY 2018

P

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ANCIENT GOLD DRAGON (CONTINUED)

ART. TOM BABBEY 2018

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FIRE BOLT

LEVEL 0
EVOCATION

1 ACTION 120 FT. V.S. INSTANT

ART. DARREN BIRD

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OCHRE JELLY

CR 2

LARGE OOZE, UNALIGNED

ART. JORDAN RICHER

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ACTIONS

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR 15 (+2) **DEX** 6 (-2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 6 (-2) **CHA** 1 (-5)

OCHRE JELLY 450XP

SENSES
Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE RESISTANCES
Acid

CONDITION IMMUNITIES
Blinded, Charmed,
Deafened, Exhaustion,
Frightened, Prone

DAMAGE IMMUNITIES
Lightning, Slashing

SPECIAL TRAITS

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

ARMOR CLASS 8 **HIT POINTS** 45 (6d10 + 12) **SPEED** 10 FT., CLIMB 10 FT.

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 28 (+9)

ANCIENT GOLD DRAGON 62,000XP

SAVING THROWS

Dex +9, Con +16, Wis +10, Cha +16

SKILLS

Insight +10, Perception +17,
Persuasion +16, Stealth +9

LANGUAGES

Common, Draconic

DAMAGE IMMUNITIES

Fire

SENSES

Blindsight 60 ft.,
Darkvision 120 ft.,
Passive Perception 27

SPECIAL TRAITS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target.
Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 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 dragon's Frightful Presence for the next 24 hours.

ARMOR CLASS
22 NATURAL ARMOR

HIT POINTS
546 (28d20 + 252)

SPEED
40 FT., FLY 80 FT.,
SWIM 40 FT.

FIRE BOLT EVOCATION CANTRIP



CASTING TIME

1 action



RANGE

120 feet



COMPONENTS

V, S



DURATION

Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Consider this a warning shot

SORCERER | WIZARD



FLESH GOLEM

CR 5

MEDIUM CONSTRUCT, NEUTRAL

ART: JORDAN RICHER

P

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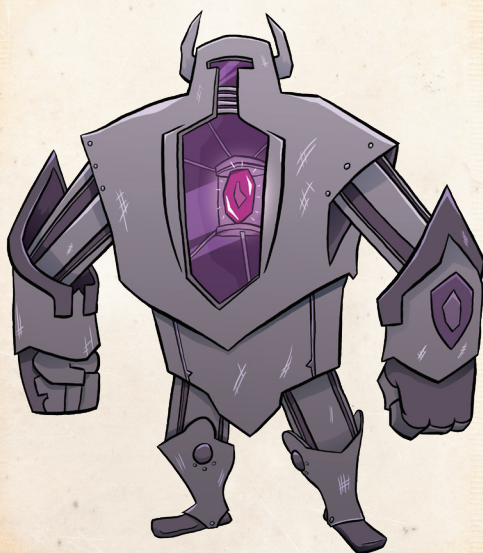


FLESH GOLEM (CONTINUED)

ART: JORDAN RICHER

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SHIELD GUARDIAN

CR 7

LARGE CONSTRUCT, UNALIGNED

ART: JORDAN RICHER

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DIRE WOLF

CR 1

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

DIRE WOLF 200XP

SKILLS Perception +3, Stealth +4 **SENSES** Passive Perception 13

SPECIAL TRAITS

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

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ARMOR CLASS 14 (NATURAL ARMOR) **HIT POINTS** 37 (5D10 + 10) **SPEED** 50 FT.

STR 19 (+4) **DEX** 9 (-1) **CON** 18 (+4) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 5 (-3)

FLESH GOLEM 1,800XP

SENSES Darkvision 60 ft., Passive Perception 10

DAMAGE IMMUNITIES Lightning, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

CONDITION IMMUNITIES Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

LANGUAGES Understands the languages of its creator but can't speak

SPECIAL TRAITS

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

ARMOR CLASS 9 **HIT POINTS** 93 (11D8 + 44) **SPEED** 30 FT.

STR 18 (+4) **DEX** 8 (-1) **CON** 18 (+4) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 3 (-4)

SHIELD GUARDIAN 2,900XP

SENSES Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

LANGUAGES Understands commands given in any language but can't speak

CONDITION IMMUNITIES Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

DAMAGE IMMUNITIES Poison

SPECIAL TRAITS

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

ARMOR CLASS 17 (NATURAL ARMOR) **HIT POINTS** 142 (15D10 + 60) **SPEED** 30 FT.



STONE OF ENCUMBRANCE

WONDROUS ITEM, RARE

ART: JORDAN RICHER

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SATYR

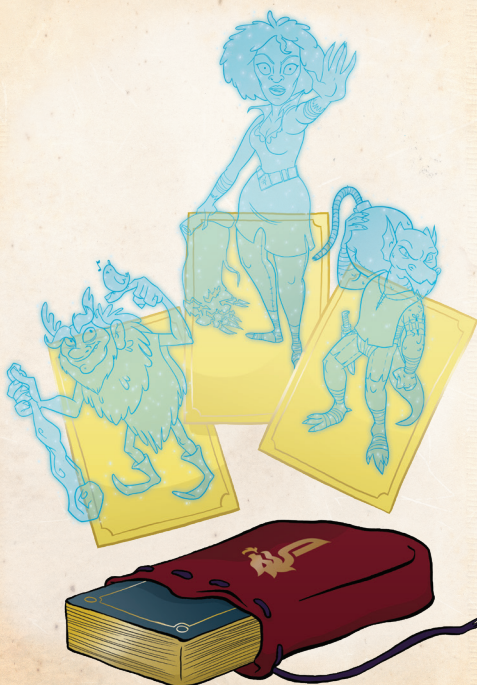
CR 1/2

MEDIUM FEY, CHAOTIC NEUTRAL

ART: JORDAN RICHER

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DECK OF ILLUSIONS

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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DECK OF ILLUSIONS (CONTINUED)

Playing Card	Illusion
<i>Ace of hearts</i>	Red dragon
<i>King of hearts</i>	Knight and four guards
<i>Queen of hearts</i>	Succubus or incubus
<i>Jack of hearts</i>	Druid
<i>Ten of hearts</i>	Cloud giant
<i>Nine of hearts</i>	Ettin
<i>Eight of hearts</i>	Bugbear
<i>Two of hearts</i>	Goblin
<i>Ace of diamonds</i>	Beholder
<i>King of diamonds</i>	Archmage and mage apprentice
<i>Queen of diamonds</i>	Night hag
<i>Jack of diamonds</i>	Assassin
<i>Ten of diamonds</i>	Fire giant
<i>Nine of diamonds</i>	Ogre mage
<i>Eight of diamonds</i>	Gnoll
<i>Two of diamonds</i>	Kobold

ART: JORDAN RICHER

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STR 12 (+1) **DEX** 16 (+3) **CON** 11 (+0) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

SATYR 100XP

SKILLS

Perception +2,
Performance +6,
Stealth +5

SENSES

Passive Perception 12

LANGUAGES

Common, Elvish, Sylvan

SPECIAL TRAITS

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

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ARMOR CLASS
14 (LEATHER ARMOR)

HIT POINTS
31 (7D8)

SPEED
40 FT.

DECK OF ILLUSIONS WONDROUS ITEM, UNCOMMON

Playing Card	Illusion
<i>Ace of spades</i>	Lich
<i>King of spades</i>	Priest and two acolytes
<i>Queen of spades</i>	Medusa
<i>Jack of spades</i>	Veteran
<i>Ten of spades</i>	Frost giant
<i>Nine of spades</i>	Troll
<i>Eight of spades</i>	Hobgoblin
<i>Two of spades</i>	Goblin
<i>Ace of clubs</i>	Iron golem
<i>King of clubs</i>	Bandit captain and three bandits
<i>Queen of clubs</i>	Erinyes
<i>Jack of clubs</i>	Berserker
<i>Ten of clubs</i>	Hill giant
<i>Nine of clubs</i>	Ogre
<i>Eight of clubs</i>	Orc
<i>Two of clubs</i>	Kobold
<i>Jokers (2)</i>	You (the deck's owner)

STONE OF ENCUMBRANCE WONDROUS ITEM, RARE

This obsidian stone sculpture exudes the feeling of good luck and fortune. While the player is in possession of this stone they have advantage on checks when searching for gold. However, if placed into a bag of holding, all items except the stone are ejected from the bag and the bag is considered full. A DC 18 Strength check can successfully remove the stone from the bag.



DECK OF ILLUSIONS WONDROUS ITEM, UNCOMMON

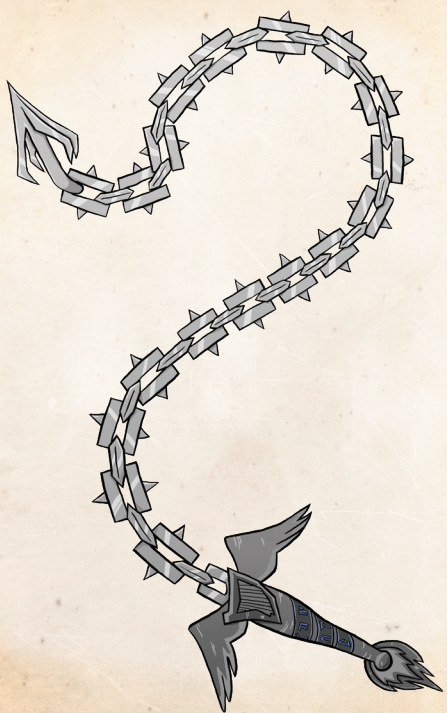
This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 - 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.





THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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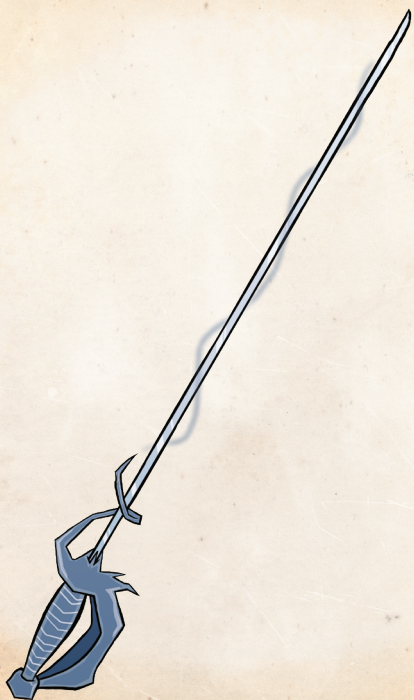
NEZUM'S ARDENT FIRE STRIKER

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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VEIL PIERCER

WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

ART: JORDAN RICHER

P

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NEZUM'S ARDENT FIRE STRIKER

WONDROUS ITEM, UNCOMMON

These two ornate pieces of magical flint and steel will successfully light any non-magical flammable item on the first try.

However, if the two pieces make contact with each other, they will always spark, successfully igniting something nearby.



THE SIREN

WEAPON (WHIP), LEGENDARY (REQUIRES ATTUNEMENT)

DAMAGE
2d4 slashing + 1d6 fire

PROPERTIES
Finesse, light, reach (10 ft.)

SPECIAL TRAITS

Siren's Strike. You get +1 on all attack rolls made with The Siren.

Siren's Talons. As an action, you can force everyone in a 15' cone to make a DC 15 Dexterity save or take 1d4 cold damage.

Siren's Grasp. The wielder of the Siren can use the whip to grapple, using Dexterity (Acrobatics) to make a grapple instead of Strength. To escape, the restrained creature must contest your Dexterity (Acrobatics) skill. If you only hold The Siren with one hand, you suffer disadvantage on Acrobatics check to maintain restraint.

Siren's Shield. Can use reaction to attempt to deflect missiles. Make a melee attack roll against missile AC:

- Roll of Nat 20 allows you to slice projectile in twain; causing damage to up to two enemies adjacent to or behind player. If the roll is less than 20, the wielder may choose to burn a spell slot; adding the level of the spell slot to the dice roll. If that brings the roll value to 20, then the wielder may proceed as if a nat 20 was rolled.
- If a nat 1 is rolled, the missile weapon is deflected to a more vulnerable area, and the wielder suffers a critical hit.
- Otherwise, if the attack is successful, the damage from the missile is reduced by 1d10 + Dex Modifier.
- Siren's Shield can also be used to deflect missiles that are headed toward other creatures, within a range of 10ft. If successful, the projectile is diverted from the target who takes no damage. Damage is instead transferred to wielder and reduced by 1d10 + Dex Modifier.
- If damage is reduced to zero in any case, you may burn a spell slot to make a ranged attack with proficiency, doing Base Missile Damage + Spell Slot Level.

VEIL PIERCER

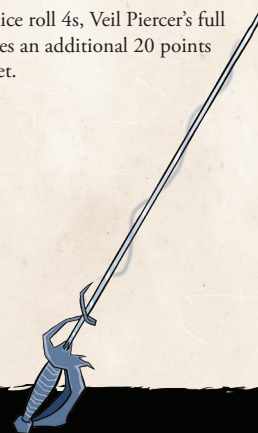
WEAPON (+2 ADAMANTINE RAPIER), LEGENDARY

This enchanted (+2) adamantine rapier deals 2d4 piercing damage instead of the normal damage for a non-magic rapier.

However, Veil Piercer unchecked power can do explosive amounts of cold damage as well. After rolling the piercing damage during an attack, take the lower of the two d4s rolled and roll that many more d4 of cold damage.

Example : You've hit a creature with Veil Piercer and have rolled a 2 and 4 for your piercing damage! The lower die is a 2, so you roll another 2d4 cold damage.

If both piercing damage dice roll 4s, Veil Piercer's full power is unleashed - it does an additional 20 points of cold damage to its target.





REFERENCE
CARDS

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OCTOBER 2018

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NALFESHNEE

CR 13

LARGE FIEND (DEMON), CHAOTIC EVIL

ART. THOMAS M. BAXA

P

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BOWSETTE

CR 10

LARGE FIEND, LAWFUL EVIL

ART. JORDAN RICHER

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XORN

CR 5

MEDIUM ELEMENTAL, NEUTRAL

ART. JORDAN RICHER

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AXE BEAK

CR 1/4

LARGE BEAST, UNALIGNED

ART. JORDAN RICHER

P

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STR 17(+3) **DEX** 13(+1) **CON** 18(+4) **INT** 16(+3) **WIS** 14(+2) **CHA** 20(+5)

BOWSETTE 5,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 12

DAMAGE IMMUNITIES

Bludgeoning, Piercing,
and Slashing from
nonmagical attacks

SKILLS

Deception +10,
Intimidation +10,
Persuasion +10

LANGUAGES

Common, Koopa

SPECIAL TRAITS

Legendary Resistance (3/Day). If Bowsette fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Bowsette makes two claw attacks. She can replace one claw attack with a Chain Chomp attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Chain Chomp. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 9 (1d12 + 3) piercing damage and the target is grappled (DC 16 to escape.) As part of this attack, Bowsette can drag the grappled target up to 10 ft. towards her.

Fire Breath (Recharge 5–6). Bowsette exhales fire in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 24 (10d6) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS

18 NATURAL ARMOR

HIT POINTS

123 (13D10 + 52)

SPEED

30 FT.

STR 14(+2) **DEX** 12(+1) **CON** 12(+1) **INT** 2(-4) **WIS** 10(+0) **CHA** 5(-3)

AXE BEAK 50XP

SENSES

Passive Perception 10

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



ARMOR CLASS

11

HIT POINTS

19 (3D10 + 3)

SPEED

50 FT.

STR 21(+5) **DEX** 10(+0) **CON** 22(+6) **INT** 19(+4) **WIS** 12(+1) **CHA** 15(+2)

NALFESHNEE 10,000XP

SAVING THROWS

Con +11, Int +9, Wis +6, Cha +7

DAMAGE RESISTANCES

Cold, Fire, Lightning, Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

DAMAGE IMMUNITIES

Poison

SENSES

Truesight 120 ft.,
Passive Perception 11

CONDITION IMMUNITIES

Poisoned

LANGUAGES

Abyssal, Telepathy 120 ft.

SPECIAL TRAITS

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 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 nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

ARMOR CLASS

18 NATURAL ARMOR

HIT POINTS

184 (16D10 + 96)

SPEED

20 FT., FLY 30 FT.

STR 17(+3) **DEX** 10(+0) **CON** 22(+6) **INT** 11(+0) **WIS** 10(+0) **CHA** 11(+0)

XORN 1,800XP

SENSES

Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 16

SKILLS

Perception +6, Stealth +3

DAMAGE RESISTANCES

Piercing and Slashing from
nonmagical attacks that
aren't adamantite

LANGUAGES

Terran

SPECIAL TRAITS

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

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

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

ARMOR CLASS

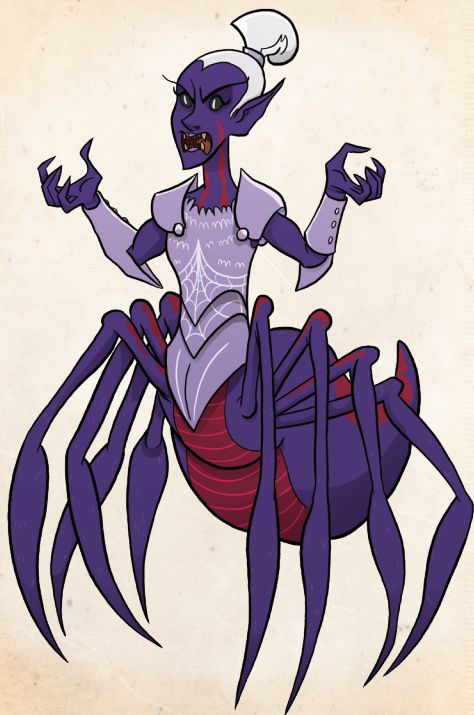
19 NATURAL ARMOR

HIT POINTS

73 (7D8 + 42)

SPEED

20 FT., BURROW 20 FT.



DRIDER

CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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DEATH DOG

CR 1

MEDIUM MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER

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GIBBERING Moulder

CR 2

MEDIUM ABERRATION, NEUTRAL

ART: JORDAN RICHER

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BOOTS OF ELVENKIND

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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STR 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 6 (-2)

DEATH DOG 200XP

SENSES

Darkvision 120 ft.,
Passive Perception 15

SKILLS

Perception +5, Stealth +4

SPECIAL TRAITS

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

ARMOR CLASS

12

HIT POINTS

39 (6D8 + 12)

SPEED

40 FT.

BOOTS OF ELVENKIND WONDROUS ITEM, UNCOMMON

While you wear these boots, your steps make no sound, regardless of the surface you are moving across.

You also have advantage on Dexterity (Stealth) checks that rely on moving silently.



STR 16 (+3) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

DRIDER 2,300XP

SKILLS

Perception +5, Stealth +9

LANGUAGES

Elvish, Undercommon

SENSES

Darkvision 60ft.,
Passive Perception 12

SPECIAL TRAITS

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

<i>At will:</i>	dancing lights
<i>1/day each:</i>	darkness, faerie fire

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

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

Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

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

Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

ARMOR CLASS

19 NATURAL ARMOR

HIT POINTS

123 (13D10 + 52)

SPEED

30 FT., CLIMB 30 FT.

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

GIBBERING MOUTHER 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Prone

SPECIAL TRAITS

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spit.

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

Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spit (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

ARMOR CLASS

9

HIT POINTS

67 (9D8 + 27)

SPEED

10 FT., SWIM 10 FT.



ABOLETH

CR 10

LARGE ABERRATION, LAWFUL EVIL

ART: JORDAN RICHER

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ABOLETH (CONTINUED)

ART: JORDAN RICHER

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HARPY

CR 1

MEDIUM MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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SPRITE

CR 1/4

TINY FEY, NEUTRAL GOOD

ART: JORDAN RICHER

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ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease – curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft. one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

STR 3 (-4) **DEX** 18 (+4) **CON** 10 (+0) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 11 (+0)

SPRITE 50XP

SKILLS
Perception +3, Stealth +8

SENSES
Passive Perception 13

LANGUAGES
Common, Elvish, Sylvan

ACTIONS

Longsword. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

ARMOR CLASS 15 LEATHER ARMOR **HIT POINTS** 2 (1d4) **SPEED** 10 FT., FLY 40 FT.

STR 21 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

ABOLETH 5,900XP

SENSES
Darkvision 120 ft.,
Passive Perception 20

SKILLS
History +12,
Perception +10

SAVING THROWS
Con +6, Int +8, Wis +6

LANGUAGES
Deep Speech,
Telepathy 120 ft.

SPECIAL TRAITS

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 135 (18d10 + 36) **SPEED** 10 FT., SWIM 40 FT.

STR 12 (+1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 13 (+1)

HARPY 200XP

SENSES
Passive Perception 10

LANGUAGES
Common

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

ARMOR CLASS 11 **HIT POINTS** 38 (7d8 + 7) **SPEED** 20 FT., FLY 40 FT.



DUERGAR

CR 1

MEDIUM HUMANOID (DWARF), LAWFUL EVIL

ART: LAURA AND JOHN LAKEY

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HUMBLEWOOD.NET

CORVUM NECROMANCER

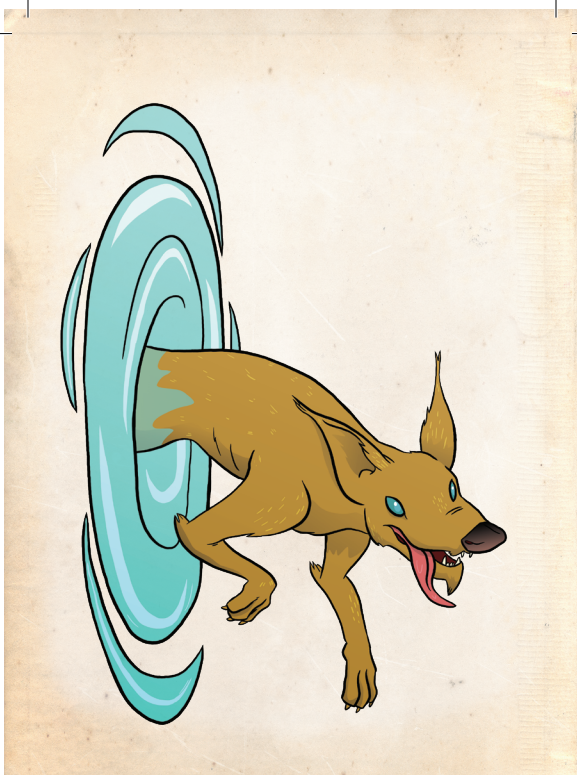
CR 1

MEDIUM HUMANOID (CORVUM), CHAOTIC EVIL

ART: LEESHA HANNIGAN

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BLINK DOG

CR 1/4

MEDIUM FEY, LAWFUL GOOD

ART: JORDAN RICHER

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SWARM OF INSECTS

CR 1/2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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STR 8 (-1) **DEX** 10 (+0) **CON** 10 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

CORVUM NECROMANCER 200XP

SENSES

Passive Perception 12

SKILLS

Arcana +4, Medicine +4

LANGUAGES

Common, Birdfolk, understands Auran

SPECIAL TRAITS

Spellcasting. The necromancer is a 2nd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit will spell attacks). The necromancer has the following warlock spells prepared:

Cantrips (at will):	chill touch, prestidigitation
1st level (4 slots):	charm person, false life, inflict wounds

Awakened Mind. The necromancer can communicate telepathically with any creature they can see within 30 feet. They don't need to share a language with the creature for it to understand them, but the creature must understand at least one language.

Glide. When falling, the necromancer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

Talons. Melee Weapon Attack: -1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Mask of Many Faces. The necromancer can cast alter self on themself at will, without expending a spell slot.

Misty Visions. The necromancer can cast silent image at will, without expending a spell slot.

ARMOR CLASS 10 **HIT POINTS** 22 (5D8) **SPEED** 30 FT.

STR 3 (-4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 1 (-5)

SWARM OF INSECTS 100XP

SENSES

Blindsight 10 ft.,
Passive Perception 8

DAMAGE RESISTANCES

Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 12 NATURAL ARMOR **HIT POINTS** 22 (5D8) **SPEED** 20 FT., CLIMB 20 FT.

STR 14 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 9 (-1)

DUERGAR 200XP

DAMAGE RESISTANCES

Poison

LANGUAGES

Dwarvish, Undercommon

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ARMOR CLASS 16 SCALE MAIL, SHIELD **HIT POINTS** 26 (4D8 + 8) **SPEED** 25 FT.

STR 12 (+1) **DEX** 17 (+3) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

BLINK DOG 50XP

SKILLS

Perception +3, Stealth +5

SENSES

Passive Perception 13

LANGUAGES

Blink Dog, understands
Sylvan but can't speak it

SPECIAL TRAITS

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

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

ARMOR CLASS 13 **HIT POINTS** 22 (4D8 + 4) **SPEED** 40 FT.



CLOAKER

CR 8

LARGE ABERRATION, CHAOTIC NEUTRAL

ART: JORDAN RICHER

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CLOAKER (CONTINUED)

ART: JORDAN RICHER

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GREEN HAG

CR 3

MEDIUM FEY, NEUTRAL EVIL

ART: JORDAN RICHER

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DWARVEN THROWER

WEAPON (WARHAMMER),
VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

ART: JORDAN RICHER

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ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

DWARVEN THROWER

WEAPON (WARHAMMER),

VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.



STR
17 (+3)

DEX
15 (+2)

CON
12 (+1)

INT
13 (+1)

WIS
12 (+1)

CHA
14 (+2)

CLOAKER 3,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

SKILLS

Stealth +5

LANGUAGES

Deep Speech,
Undercommon

SPECIAL TRAITS

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

78 (12D10 + 12)

SPEED

10 FT., FLY 40 FT.

STR
18 (+4)

DEX
12 (+1)

CON
16 (+3)

INT
13 (+1)

WIS
14 (+2)

CHA
14 (+2)

GREEN HAG 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Draconic, Sylvan

SKILLS

Arcana +3, Deception +4,
Perception +4, Stealth +3

ACTIONS

Amphibious. The hag can breathe air and water.

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

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

82 (11D8 + 33)

SPEED

30 FT.



YOUNG WHITE DRAGON CR 6

LARGE DRAGON, CHAOTIC EVIL

ART: JORDAN RICHER

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CHIMERA CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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GARGOYLE CR 2

MEDIUM ELEMENTAL, CHAOTIC EVIL

ART: JORDAN RICHER

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GIANT APE CR 7

HUGE BEAST, UNALIGNED

ART: JORDAN RICHER

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STR 19 (+4) **DEX** 11 (+0) **CON** 19 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 10 (+0)

CHIMERA 2,300XP

SENSES

Darkvision 60 ft.,
Passive Perception 18

LANGUAGES

Understands Draconic
but can't speak

SKILLS

Perception +8

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

114 (12d10 + 48)

SPEED

30 FT., FLY 60 FT.

STR 23 (+6) **DEX** 14 (+2) **CON** 18 (+4) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

GIANT APE 2,900XP

SKILLS

Athletics +9, Perception +4

SENSES

Passive Perception 14

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

ARMOR CLASS

12

HIT POINTS

157 (15d12 + 60)

SPEED

40 FT., CLIMB 40 FT.

STR 18 (+4) **DEX** 10 (+0) **CON** 18 (+4) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 12 (+1)

YOUNG WHITE DRAGON 2,300XP

SENSES

Blindsight 30 ft.,
Darkvision 120 ft.,
Passive Perception 16

SAVING THROWS

Dex +3, Con +7,
Wis +3, Cha +4

SKILLS

Perception +6, Stealth +3

DAMAGE IMMUNITIES

Cold

LANGUAGES

Common, Draconic

SPECIAL TRAITS

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

133 (14d10 + 56)

SPEED

40 FT., BURROW 20 FT.,
FLY 80 FT., SWIM 40 FT.

STR 15 (+2) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 7 (-2)

GARGOYLE 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Exhaustion, Petrified,
Poisoned

LANGUAGES

Terran

DAMAGE RESISTANCES

Bludgeoning, Piercing, and
Slashing from nonmagical
attacks that aren't
adamantine

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

ARMOR CLASS

15 (NATURAL ARMOR)

HIT POINTS

52 (7d8 + 21)

SPEED

30 FT., FLY 60 FT.



AZER

CR **2**

MEDIUM ELEMENTAL, LAWFUL NEUTRAL

ART: SVETOSLAV PETROV 2018

P

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HUMBLEWOOD.NET

KNIGHT OWL

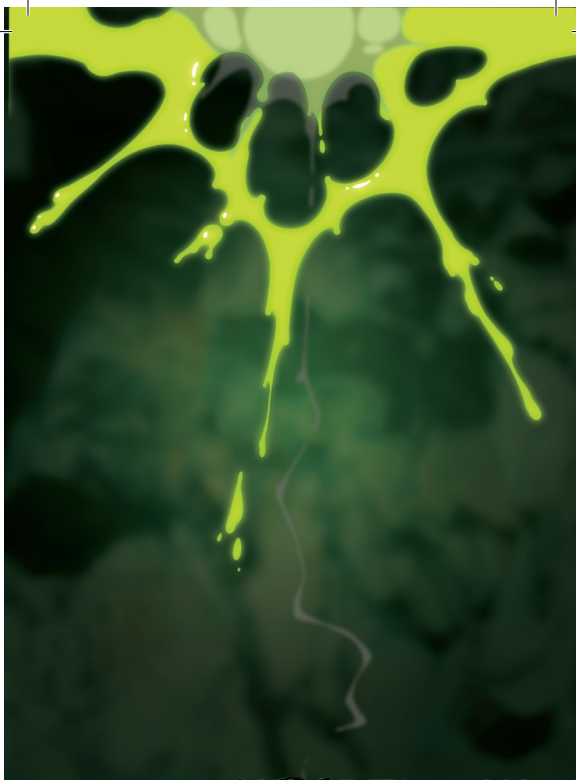
CR **3**

MEDIUM HUMANOID (STRIG), LAWFUL GOOD

ART: LEESHA HANNIGAN 2018

P

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ACID SPLASH

LEVEL **0**
CONJURATION

1 ACTION 60 FT. V.S. INSTANT

ART: DARREN BIRD

P

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WOLF

CR **1/4**

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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STR 16 (+3) **DEX** 10 (+0) **CON** 16 (+3) **INT** 8 (-1) **WIS** 13 (+2) **CHA** 12 (+1)

KNIGHT OWL 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Birdfolk,
understand Auran

SPECIAL TRAITS

Protector. If an ally within 5 feet of the knight is attacked, the knight can use its reaction to impose disadvantage on that attack.

Manuever. (2/day) When the knight hits with an attack, they can choose to manuever the enemy out of position, granting an ally within 5 feet of the target the opportunity to use their reaction to move away from this enemy at half their movement speed without provoking an attack of opportunity.

Feather Helm. (3/day) The knight can automatically succeed a Dexterity (Stealth) check to hide in the forest.

Glide. When falling, the knight can move up to its speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Rally. (2/day) The knight can use its bonus action to inspire one of its allies, granting them temporary hit points equal to 1d6 + 1.

Wing Crest Shield. (3/day) The knight can casts the gust of wind spell outward from the shield's face. This spell lasts until the start of the knight's next turn or about 10 seconds.

ARMOR CLASS 18 (HALF PLATE, SHIELD) **HIT POINTS** 37 (5D8 + 15) **SPEED** 30 FT.

STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

AZER 450XP

SAVING THROWS

Con +4

SENSES

Passive Perception 11

LANGUAGES

Ignan

DAMAGE IMMUNITIES

Fire, Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 39 (6D8 + 12) **SPEED** 30 FT.

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

WOLF 50XP

SKILLS

Perception +3, Stealth +4

SENSES

Passive Perception 13

SPECIAL TRAITS

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

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 isn't incapacitated.

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 be knocked prone.

ARMOR CLASS 13 (NATURAL ARMOR) **HIT POINTS** 11 (2D8 + 2) **SPEED** 40 FT.

ACID SPLASH CONJURATION CANTRIP



CASTING TIME

1 action



RANGE

60 feet



COMPONENTS

V,S



DURATION

Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Oops, clumsy me.
Did I spill some on you?*

SORCERER | WIZARD



PANTHER

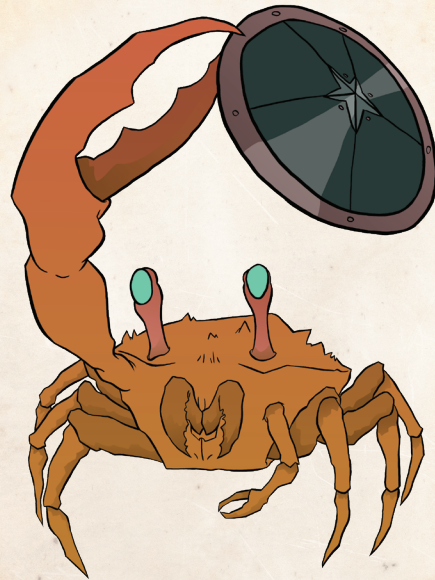
CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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GIANT CRAB

CR 1/8

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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NIGHT HAG

CR 5

MEDIUM FIEND, NEUTRAL EVIL

ART: JORDAN RICHER

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NIGHT HAG (CONTINUED)

ART: JORDAN RICHER

P

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STR 13 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 9 (-1) **CHA** 3 (-4)

GIANT CRAB 25XP

SKILLS

Stealth +4

SENSES

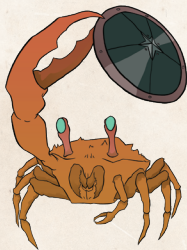
Blindsight 30 ft.,
Passive Perception 9

SPECIAL TRAITS

Amphibious. The crab can breathe air and water.

ACTIONS

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 crab has two claws, each of which can grapple only one target.



ARMOR CLASS

15 (NATURAL ARMOR)

HIT POINTS

13 (3D8)

SPEED

30 FT., SWIM 30 FT.

ACTIONS

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

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 7 (-2)

PANTHER 50XP

SKILLS

Perception +4, Stealth +6

SENSES

Passive Perception 14

SPECIAL TRAITS

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

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

ARMOR CLASS

12

HIT POINTS

13 (3D8)

SPEED

50 FT., CLIMB 40 FT.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 16 (+3)

NIGHT HAG 1,800XP

SENSES

Darkvision 120 ft.,
Passive Perception 16

SKILLS

Deception +7, Insight +6,
Perception +6, Stealth +6

LANGUAGES

Abyssal, Common,
Infernal, Primordial

DAMAGE RESISTANCES

Cold, Fire; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks
not made with silvered
weapons

CONDITION IMMUNITIES

Charmed

SPECIAL TRAITS

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

<i>At will</i>	detect magic, magic missile
<i>2/day each</i>	plane shift (<i>self only</i>), ray of enfeeblement, sleep

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

ARMOR CLASS

17 (NATURAL ARMOR)

HIT POINTS

112 (15D8 + 45)

SPEED

30 FT.



IMMOVABLE ROD

ROD, UNCOMMON

ART: JORDAN RICHER

P

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IMMOVABLE ROD
ROD, UNCOMMON

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.





REFERENCE
CARDS

THE **DECK** OF **MANY**.COM

NOVEMBER 2018

PATREON
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ART: ALEX LIMA



MARILITH

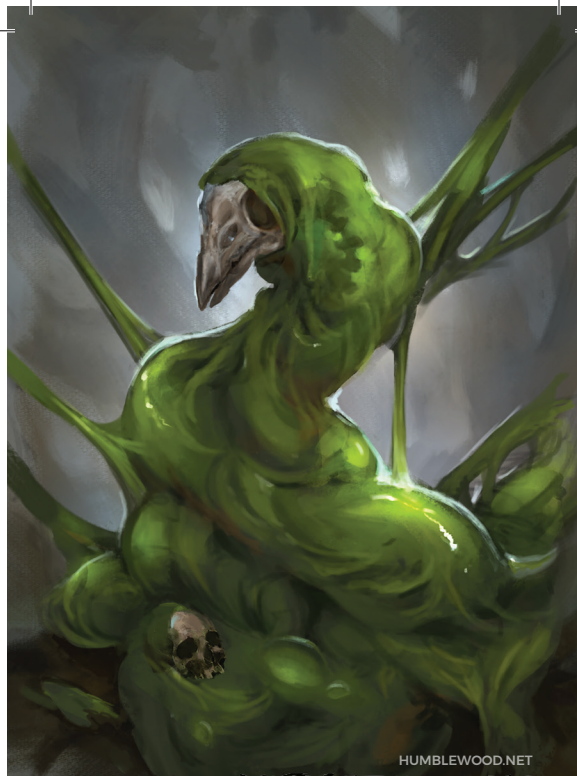
CR 16

LARGE FIEND (DEMON), CHAOTIC EVIL

ART: ALEX LIMA

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CAUSTIC SLIME

CR 1/4

LARGE OOZE, UNALIGNED

ART: LEESHA HANNIGAN

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SWARM OF BATS

CR 1/4

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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MERROW

CR 2

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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STR 15 (+2) **DEX** 5 (-3) **CON** 17 (+4) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

CAUSTIC SLIME 50XP

CONDITION IMMUNITIES
Blinded, Charmed, Deafened,
Exhaustion, Frightened, Prone

DAMAGE RESISTANCES
Bludgeoning, Piercing, Slashing

SENSES
Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upsidedown, without making an ability check.

Caustic. Any creature that hits the slime must succeed a DC 12 Dexterity saving throw or take 1d4 acid damage. Creatures that touch the slime automatically take this damage.

ACTIONS

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

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size.

ARMOR CLASS 7 **HIT POINTS** 19 (2D10 + 8) **SPEED** 20 FT., CLIMB 20 FT.

STR 18 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 9 (-1)

MERROW 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
Abyssal, Aquan

SPECIAL TRAITS

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 45 (6D10 + 12) **SPEED** 10 FT., SWIM 40 FT.

STR 18 (+4) **DEX** 20 (+5) **CON** 20 (+5) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 20 (+5)

MARILITH 15,000XP

SENSES
Truesight 120 ft.,
Passive Perception 13

DAMAGE RESISTANCES
Cold, Fire, Lightning; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

LANGUAGES
Abyssal, Telepathy 120 ft.

SPECIAL TRAITS

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

ARMOR CLASS 18 NATURAL ARMOR **HIT POINTS** 189 (18D10 + 90) **SPEED** 40 FT.

STR 5 (-3) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

SWARM OF BATS 50XP

SENSES
Blindsight 60 ft.,
Passive Perception 11
DAMAGE RESISTANCES
Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES
Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

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

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

ACTIONS

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

ARMOR CLASS 12 **HIT POINTS** 22 (5D8) **SPEED** 0 FT., FLY 30 FT.



GIANT BADGER

CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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POTION OF POISON

POTION, UNCOMMON

ART: JORDAN RICHER

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POTION OF HEROISM

POTION, RARE

ART: JORDAN RICHER

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RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.



STR

13 (+1)

DEX

10 (+0)

CON

15 (+2)

INT

2 (-4)

WIS

12 (+1)

CHA

5 (-3)

GIANT BADGER 50XP

SENSES

Darkvision 30 ft.,
Passive Perception 11

SPECIAL TRAITS

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

ARMOR CLASS

10

HIT POINTS

13 (2D8 + 4)

SPEED

30 FT., BURROW 10 FT.

POTION OF HEROISM

POTION, RARE

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.



POTION OF POISON

POTION, UNCOMMON

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.





POTION OF INVISIBILITY

POTION, VERY RARE

ART: JORDAN RICHER

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POTION OF GROWTH

POTION, UNCOMMON

ART: JORDAN RICHER

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HARPY

CR 1

MEDIUM MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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BOWSETTE

CR 10

LARGE FIEND, LAWFUL EVIL

ART: JORDAN RICHER

P

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POTION OF GROWTH

POTION, UNCOMMON

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.



STR 17(+3) **DEX** 13(+1) **CON** 18(+4) **INT** 16(+3) **WIS** 14(+2) **CHA** 20(+5)

BOWSETTE 5,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 12

DAMAGE IMMUNITIES

Bludgeoning, Piercing,
and Slashing from
nonmagical attacks

SPECIAL TRAITS

Legendary Resistance (3/Day). If Bowsette fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Bowsette makes two claw attacks. She can replace one claw attack with a Chain Chomp attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Chain Chomp. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 9 (1d12 + 3) piercing damage and the target is grappled (DC 16 to escape.) As part of this attack, Bowsette can drag the grappled target up to 10 ft. towards her.

Fire Breath (Recharge 5–6). Bowsette exhales fire in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 24 (10d6) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 18 NATURAL ARMOR **HIT POINTS** 123 (13D10 + 52) **SPEED** 30 FT.

POTION OF INVISIBILITY

POTION, VERY RARE

This potion’s container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.



STR 12(+1) **DEX** 13(+1) **CON** 12(+1) **INT** 7(-2) **WIS** 10(+0) **CHA** 13(+1)

HARPY 200XP

SENSES

Passive Perception 10

LANGUAGES

Common

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn’t avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy’s song for the next 24 hours.

ARMOR CLASS 11 **HIT POINTS** 38 (7D8 + 7) **SPEED** 20 FT., FLY 40 FT.



NALFESHNEE

CR 13

LARGE FIEND (DEMON), CHAOTIC EVIL

ART. THOMAS M. BAXA

P

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BOOTS OF ELVENKIND

WONDROUS ITEM, UNCOMMON

ART. JORDAN RICHER

P

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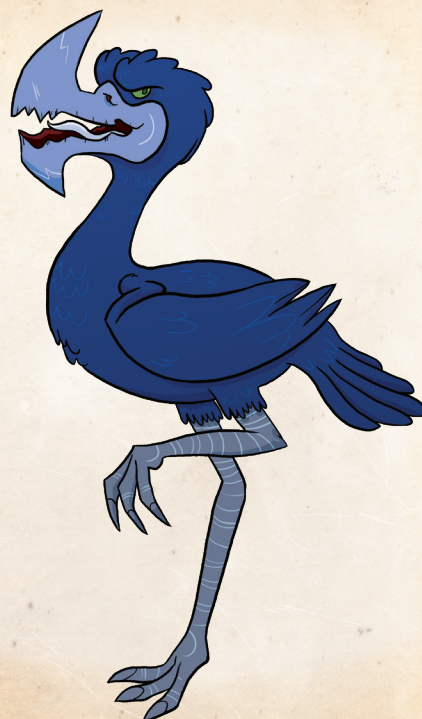
CR 5

MEDIUM ELEMENTAL, NEUTRAL

ART. JORDAN RICHER

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AXE BEAK

CR 1/4

LARGE BEAST, UNALIGNED

ART. JORDAN RICHER

P

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BOOTS OF ELVENKIND

WONDROUS ITEM, UNCOMMON

While you wear these boots, your steps make no sound, regardless of the surface you are moving across.

You also have advantage on Dexterity (Stealth) checks that rely on moving silently.



STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

AXE BEAK 50XP

SENSES
Passive Perception 10

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



ARMOR CLASS 11 **HIT POINTS** 19 (3D10 + 3) **SPEED** 50 FT.

STR 21 (+5) **DEX** 10 (+0) **CON** 22 (+6) **INT** 19 (+4) **WIS** 12 (+1) **CHA** 15 (+2)

NALFESHNEE 10,000XP

SAVING THROWS
Con +11, Int +9, Wis +6, Cha +7

DAMAGE RESISTANCES
Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from nonmagical attacks

DAMAGE IMMUNITIES
Poison

SENSES
Truesight 120 ft.,
Passive Perception 11

CONDITION IMMUNITIES
Poisoned

LANGUAGES
Abyssal, Telepathy 120 ft.

SPECIAL TRAITS

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 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 nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

ARMOR CLASS 18 **NATURAL ARMOR** **HIT POINTS** 184 (16D10 + 96) **SPEED** 20 FT., FLY 30 FT.

STR 17 (+3) **DEX** 10 (+0) **CON** 22 (+6) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

XORN 1,800XP

SENSES
Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 16

SKILLS
Perception +6, Stealth +3

DAMAGE RESISTANCES
Piercing and Slashing from nonmagical attacks that aren't adamantite

LANGUAGES
Terran

SPECIAL TRAITS

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

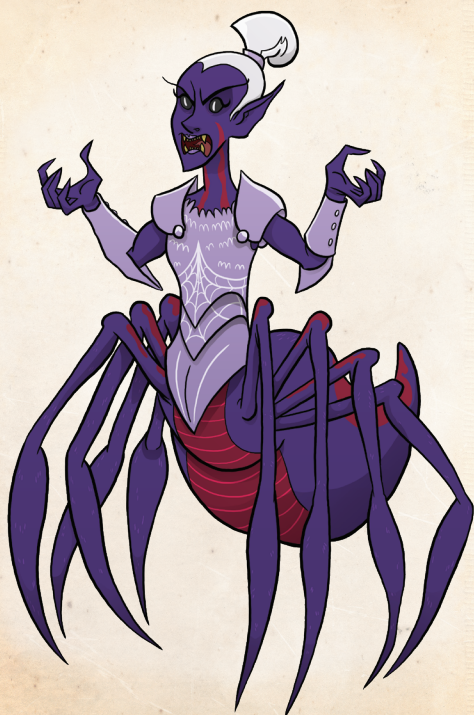
ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

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

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

ARMOR CLASS 19 **NATURAL ARMOR** **HIT POINTS** 73 (7D8 + 42) **SPEED** 20 FT., BURROW 20 FT.



DRIDER

CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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DEATH DOG

CR 1

MEDIUM MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER

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ABOLETH

CR 10

LARGE ABERRATION, LAWFUL EVIL

ART: JORDAN RICHER

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ABOLETH (CONTINUED)

ART: JORDAN RICHER

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STR 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 6 (-2)

DEATH DOG 200XP

SENSES

Darkvision 120 ft.,
Passive Perception 15

SKILLS

Perception +5, Stealth +4

SPECIAL TRAITS

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

ARMOR CLASS

12

HIT POINTS

39 (6D8 + 12)

SPEED

40 FT.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease—curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

STR 16 (+3) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

DRIDER 2,300XP

SKILLS

Perception +5, Stealth +9

LANGUAGES

Elvish, Undercommon

SENSES

Darkvision 60 ft.,
Passive Perception 12

SPECIAL TRAITS

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

<i>At will:</i>	dancing lights
<i>1/day each:</i>	darkness, faerie fire

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

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

Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

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

Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

ARMOR CLASS

19 NATURAL ARMOR

HIT POINTS

123 (13D10 + 52)

SPEED

30 FT., CLIMB 30 FT.

STR 21 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

ABOLETH 5,900XP

SENSES

Darkvision 120 ft.,
Passive Perception 20

SKILLS

History +12,
Perception +10

SAVING THROWS

Con +6, Int +8, Wis +6

LANGUAGES

Deep Speech,
Telepathy 120 ft.

SPECIAL TRAITS

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

135 (18D10 + 36)

SPEED

10 FT., SWIM 40 FT.



GIBBERING MOUTHER CR 2

MEDIUM ABERRATION, NEUTRAL

ART: JORDAN RICHER

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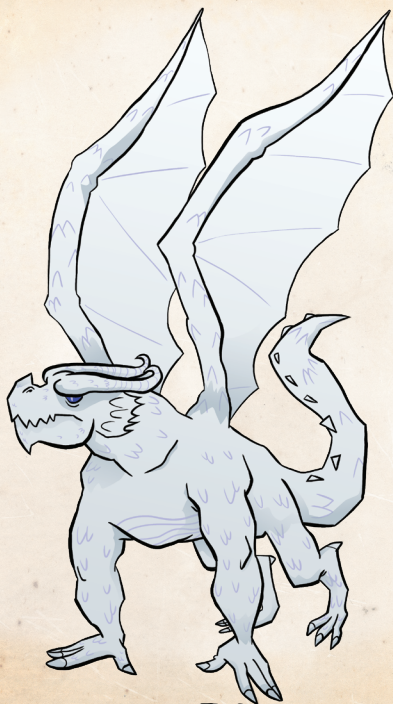
DWARVEN THROWER

WEAPON (WARHAMMER),
VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

ART: JORDAN RICHER

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YOUNG WHITE DRAGON CR 6

LARGE DRAGON, CHAOTIC EVIL

ART: JORDAN RICHER

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CHIMERA CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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DWARVEN THROWER
WEAPON (WARHAMMER),
VERY RARE (REQUIRES ATTUNEMENT BY A DWARF)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.



STR 19 (+4) **DEX** 11 (+0) **CON** 19 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 10 (+0)

CHIMERA 2,300XP

SENSES
Darkvision 60 ft.,
Passive Perception 18

LANGUAGES
Understands Draconic
but can't speak

SKILLS
Perception +8

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 114 (12D10 + 48) **SPEED** 30 FT., FLY 60 FT.

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

GIBBERING MOUTHER 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES
Prone

SPECIAL TRAITS

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spit.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spit (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

ARMOR CLASS 9 **HIT POINTS** 67 (9D8 + 27) **SPEED** 10 FT., SWIM 10 FT.

STR 18 (+4) **DEX** 10 (+0) **CON** 18 (+4) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 12 (+1)

YOUNG WHITE DRAGON 2,300XP

SENSES
Blindsight 30 ft.,
Darkvision 120 ft.,
Passive Perception 16
SAVING THROWS
Dex +3, Con +7,
Wis +3, Cha +4

SKILLS
Perception +6, Stealth +3
DAMAGE IMMUNITIES
Cold
LANGUAGES
Common, Draconic

SPECIAL TRAITS

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 17 NATURAL ARMOR **HIT POINTS** 133 (14D10 + 56) **SPEED** 40 FT., BURROW 20 FT., FLY 80 FT., SWIM 40 FT.



DUERGAR

CR 1

MEDIUM HUMANOID (DWARF), LAWFUL EVIL

ART: LAURA AND JOHN LAKEY

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HUMBLEWOOD.NET

CORVUM NECROMANCER

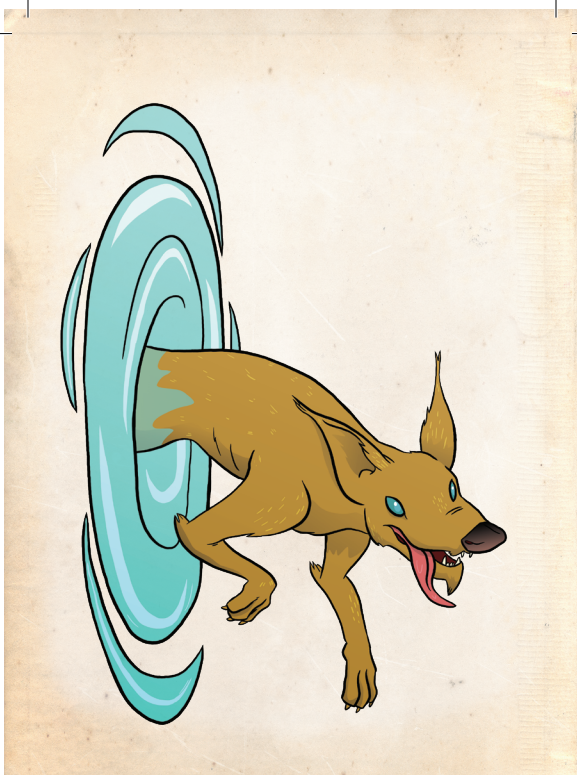
CR 1

MEDIUM HUMANOID (CORVUM), CHAOTIC EVIL

ART: LEESHA HANNIGAN

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BLINK DOG

CR 1/4

MEDIUM FEY, LAWFUL GOOD

ART: JORDAN RICHER

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SWARM OF INSECTS

CR 1/2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

P

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STR 8 (-1) **DEX** 10 (+0) **CON** 10 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

CORVUM NECROMANCER 200XP

SENSES

Passive Perception 12

SKILLS

Arcana +4, Medicine +4

LANGUAGES

Common, Birdfolk, understands Auran

SPECIAL TRAITS

Spellcasting. The necromancer is a 2nd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit will spell attacks). The necromancer has the following warlock spells prepared:

Cantrips (at will):	chill touch, prestidigitation
1st level (4 slots):	charm person, false life, inflict wounds

Awakened Mind. The necromancer can communicate telepathically with any creature they can see within 30 feet. They don't need to share a language with the creature for it to understand them, but the creature must understand at least one language.

Glide. When falling, the necromancer can move up to their speed horizontally for every 10 ft. of distance they fall vertically. They can gradually change direction while gliding. They cannot glide while carrying large or heavy objects or weapons.

ACTIONS

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

Talons. Melee Weapon Attack: -1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Mask of Many Faces. The necromancer can cast alter self on themself at will, without expending a spell slot.

Misty Visions. The necromancer can cast silent image at will, without expending a spell slot.

ARMOR CLASS 10 **HIT POINTS** 22 (5D8) **SPEED** 30 FT.

STR 3 (-4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 1 (-5)

SWARM OF INSECTS 100XP

SENSES

Blindsight 10 ft.,
Passive Perception 8

DAMAGE RESISTANCES

Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

ARMOR CLASS 12 NATURAL ARMOR **HIT POINTS** 22 (5D8) **SPEED** 20 FT., CLIMB 20 FT.

STR 14 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 9 (-1)

DUERGAR 200XP

DAMAGE RESISTANCES

Poison

LANGUAGES

Dwarvish, Undercommon

SENSES

Darkvision 120 ft.,
Passive Perception 10

SPECIAL TRAITS

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ARMOR CLASS 16 SCALE MAIL, SHIELD **HIT POINTS** 26 (4D8 + 8) **SPEED** 25 FT.

STR 12 (+1) **DEX** 17 (+3) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

BLINK DOG 50XP

SKILLS

Perception +3, Stealth +5

SENSES

Passive Perception 13

LANGUAGES

Blink Dog, understands
Sylvan but can't speak it

SPECIAL TRAITS

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

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

ARMOR CLASS 13 **HIT POINTS** 22 (4D8 + 4) **SPEED** 40 FT.



CLOAKER

CR 8

LARGE ABERRATION, CHAOTIC NEUTRAL

ART: JORDAN RICHER

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CLOAKER (CONTINUED)

ART: JORDAN RICHER

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GREEN HAG

CR 3

MEDIUM FEY, NEUTRAL EVIL

ART: JORDAN RICHER

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ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

STR 17 (+3) **DEX** 15 (+2) **CON** 12 (+1) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

CLOAKER 3,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

SKILLS

Stealth +5

LANGUAGES

Deep Speech,
Undercommon

SPECIAL TRAITS

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

78 (12D10 + 12)

SPEED

10 FT., FLY 40 FT.

STR 18 (+4) **DEX** 12 (+1) **CON** 16 (+3) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

GREEN HAG 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

Common, Draconic, Sylvan

SKILLS

Arcana +3, Deception +4,
Perception +4, Stealth +3

ACTIONS

Amphibious. The hag can breathe air and water.

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

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

82 (11D8 + 33)

SPEED

30 FT.



REFERENCE
CARDS

A detailed illustration of a purple-skinned elf archer with pointed ears, wearing ornate armor and holding a bow. The background is a dark, textured cave with warm, golden light filtering through. The title text is overlaid on the center of the image.

THE **DECK** OF **MANY**.COM

DECEMBER 2018

PATREON
PRINT 'N PLAY PDF

ART: LAURA AND JOHN LAKEY



ELF, DROW

CR 1/4

MEDIUM HUMANOID (ELF), NEUTRAL EVIL

ART: LAURA AND JOHN LAKEY

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BIRDFOLK FARMER

CR 0

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

ART: CHRISTINA KRAUS

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HYDRA

CR 8

HUGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

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WINTER WOLF

CR 3

LARGE MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER

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STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK FARMER 10XP

SENSES

Passive Perception 10

LANGUAGES

Common, Birdfolk, and Auran

SPECIAL TRAITS

Glide. When falling at least 10 feet, the farmer can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

ACTIONS

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

ARMOR CLASS 10 **HIT POINTS** 4 (1D8) **SPEED** 30 FT.

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

WINTER WOLF 700XP

SENSES

Passive Perception 15

LANGUAGES

Common, Giant, Winter Wolf

SKILLS

Perception +5, Stealth +3

DAMAGE IMMUNITIES

Cold

SPECIAL TRAITS

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

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

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 75 (10D10 + 20) **SPEED** 50 FT.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 12 (+1)

ELF, DROW 50XP

SENSES

Darkvision 120 ft., Passive Perception 12

LANGUAGES

Elvish, Undercommon

SKILLS

Perception +2, Stealth +4

SPECIAL TRAITS

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

ACTIONS

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

ARMOR CLASS 15 CHAIN SHIRT **HIT POINTS** 13 (3D8) **SPEED** 30 FT.

STR 20 (+5) **DEX** 12 (+1) **CON** 20 (+5) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 7 (-2)

HYDRA 3,900XP

SENSES

Darkvision 60 ft., Passive Perception 16

SKILLS

Perception +6,

SPECIAL TRAITS

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

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

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 172 (15D12 + 75) **SPEED** 30 FT., SWIM 30 FT.



POLAR BEAR

CR 2

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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GIANT ELK

CR 2

HUGE BEAST, UNALIGNED

ART: JORDAN RICHER

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GOAT

CR 0

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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FLYING SNAKE

CR 1/8

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

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STR 19 (+4) **DEX** 16 (+3) **CON** 14 (+2) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 10 (+0)

GIANT ELK 450XP

SENSES

Passive Perception 14

LANGUAGES

Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

SKILLS

Perception +4

SPECIAL TRAITS

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hoooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

42 (5D12 + 10)

SPEED

60 FT.

STR 4 (-3) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

FLYING SNAKE 25XP

SENSES

Blindsight 10 ft.,
Passive Perception 11

SPECIAL TRAITS

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

ARMOR CLASS

14

HIT POINTS

5 (2D4)

SPEED

30 FT., FLY 60 FT.,
SWIM 30 FT.

STR 20 (+5) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 7 (-2)

POLAR BEAR 450XP

SENSES

Passive Perception 13

SKILLS

Perception +3

SPECIAL TRAITS

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

ACTIONS

Multiaattack. The bear makes two attacks: one with its bite and one with its claws.

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

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

ARMOR CLASS

12 NATURAL ARMOR

HIT POINTS

42 (5D10 + 15)

SPEED

40 FT., SWIM 30 FT.

STR 12 (+1) **DEX** 10 (+0) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

GOAT 10XP

SENSES

Passive Perception 10

SPECIAL TRAITS

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

ARMOR CLASS

10

HIT POINTS

4 (1D8)

SPEED

40 FT.



WAND OF SECRETS

WAND, UNCOMMON

ART: JORDAN RICHER

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GEM OF SEEING

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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MARILITH

CR 16

LARGE FIEND (DEMON), CHAOTIC EVIL

ART: ALEX LIMA

P

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HUMBLEWOOD.NET

CAUSTIC SLIME

CR 1/4

LARGE OOZE, UNALIGNED

ART: LEESHA HANNICAN

P

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GEM OF SEEING

WONDEROUS ITEM, RARE (REQUIRES ATTUNEMENT)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.



STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	17 (+4)	1 (-5)	6 (-2)	1 (-5)

CAUSTIC SLIME 50XP

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

DAMAGE RESISTANCES

Bludgeoning, Piercing, Slashing

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upsidedown, without making an ability check.

Caustic. Any creature that hits the slime must succeed a DC 12 Dexterity saving throw or take 1d4 acid damage. Creatures that touch the slime automatically take this damage.

ACTIONS

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

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the previous size.

ARMOR CLASS	HIT POINTS	SPEED
7	19 (2D10 + 8)	20 FT., CLIMB 20 FT.

WAND OF SECRETS

WAND, UNCOMMON

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

MARILITH 15,000XP

SENSES

Truesight 120 ft.,
Passive Perception 13

DAMAGE RESISTANCES

Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from nonmagical attacks

LANGUAGES

Abyssal, Telepathy 120 ft.

SAVING THROWS

Str +9, Con +10, Wis +8, Cha +10

DAMAGE IMMUNITIES

Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature.

Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

ARMOR CLASS	HIT POINTS	SPEED
18 NATURAL ARMOR	189 (18D10 + 90)	40 FT.



SWARM OF BATS

CR 1/4

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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MERROW

CR 2

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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GIANT BADGER

CR 1/4

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

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RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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STR 18 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 9 (-1)

MERROW 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
Abyssal, Aquan

SPECIAL TRAITS

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

ARMOR CLASS
13 NATURAL ARMOR

HIT POINTS
45 (6D10 + 12)

SPEED
10 FT., SWIM 40 FT.

STR 5 (-3) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

SWARM OF BATS 50XP

SENSES
Blindsight 60 ft.,
Passive Perception 11

DAMAGE RESISTANCES
Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES
Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

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

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

ACTIONS

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

ARMOR CLASS
12

HIT POINTS
22 (5D8)

SPEED
0 FT., FLY 30 FT.

RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.



STR 13 (+1) **DEX** 10 (+0) **CON** 15 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

GIANT BADGER 50XP

SENSES
Darkvision 30 ft.,
Passive Perception 11

SPECIAL TRAITS

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

ARMOR CLASS
10

HIT POINTS
13 (2D8 + 4)

SPEED
30 FT., BURROW 10 FT.



POTION OF POISON

POTION, UNCOMMON

ART: JORDAN RICHER

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POTION OF HEROISM

POTION, RARE

ART: JORDAN RICHER

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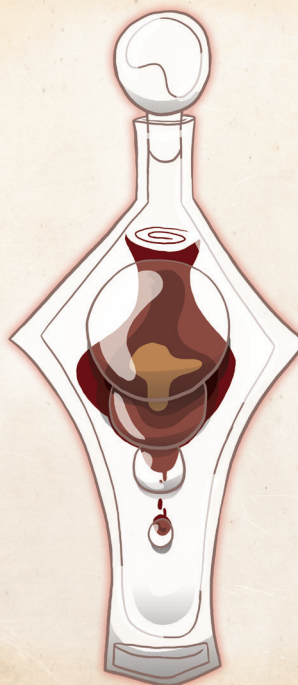
POTION OF INVISIBILITY

POTION, VERY RARE

ART: JORDAN RICHER

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POTION OF GROWTH

POTION, UNCOMMON

ART: JORDAN RICHER

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POTION OF HEROISM

POTION, RARE

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.



POTION OF POISON

POTION, UNCOMMON

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.



POTION OF GROWTH

POTION, UNCOMMON

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.



POTION OF INVISIBILITY

POTION, VERY RARE

This potion’s container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.





BOWSETTE

CR 10

LARGE FIEND, LAWFUL EVIL

ART: JORDAN RICHER

P

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XORN

CR 5

MEDIUM ELEMENTAL, NEUTRAL

ART: JORDAN RICHER

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AXE BEAK

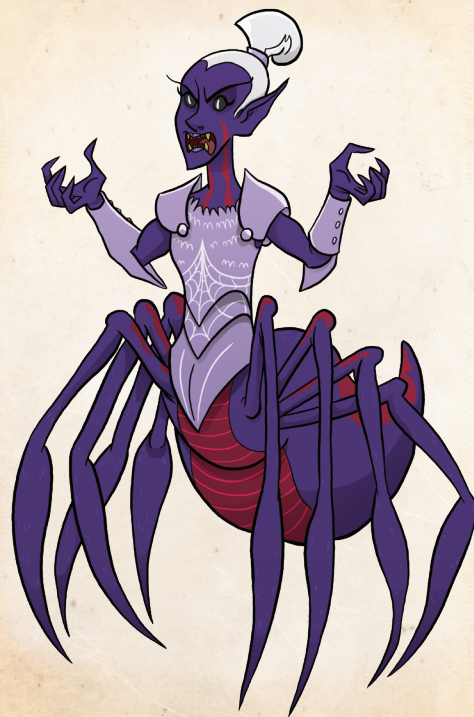
CR 1/4

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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DRIDER

CR 6

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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STR 17 (+3) **DEX** 10 (+0) **CON** 22 (+6) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

XORN 1,800XP

SENSES

Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 16

SKILLS

Perception +6, Stealth +3

DAMAGE RESISTANCES

Piercing and Slashing from
nonmagical attacks that
aren't adamantine

LANGUAGES

Terran

SPECIAL TRAITS

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

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

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

ARMOR CLASS 19 **NATURAL ARMOR** **HIT POINTS** 73 (7D8 + 42) **SPEED** 20 FT., BURROW 20 FT.

STR 16 (+3) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

DRIDER 2,300XP

SKILLS

Perception +5, Stealth +9

LANGUAGES

Elvish, Undercommon

SENSES

Darkvision 60ft.,
Passive Perception 12

SPECIAL TRAITS

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: dancing lights
1/day each: darkness, faerie fire

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

ARMOR CLASS 19 **NATURAL ARMOR** **HIT POINTS** 123 (13D10 + 52) **SPEED** 30 FT., CLIMB 30 FT.

STR 17 (+3) **DEX** 13 (+1) **CON** 18 (+4) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 20 (+5)

BOWSETTE 5,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 12

DAMAGE IMMUNITIES

Bludgeoning, Piercing,
and Slashing from
nonmagical attacks

SKILLS

Deception +10,
Intimidation +10,
Persuasion +10

LANGUAGES

Common, Koopa

SPECIAL TRAITS

Legendary Resistance (3/Day). If Bowsette fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Bowsette makes two claw attacks. She can replace one claw attack with a Chain Chomp attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Chain Chomp. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 9 (1d12 + 3) piercing damage and the target is grappled (DC 16 to escape.) As part of this attack, Bowsette can drag the grappled target up to 10 ft. towards her.

Fire Breath (Recharge 5–6). Bowsette exhales fire in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 24 (10d6) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 18 **NATURAL ARMOR** **HIT POINTS** 123 (13D10 + 52) **SPEED** 30 FT.

STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

AXE BEAK 50XP

SENSES

Passive Perception 10

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



ARMOR CLASS 11 **HIT POINTS** 19 (3D10 + 3) **SPEED** 50 FT.



DEATH DOG

CR 1

MEDIUM MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER

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GIBBERING MOUTHER CR 2

MEDIUM ABERRATION, NEUTRAL

ART: JORDAN RICHER

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BOOTS OF ELVENKIND

WONDROUS ITEM, UNCOMMON

ART: JORDAN RICHER

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NALFESHNEE CR 13

LARGE FIEND (DEMON), CHAOTIC EVIL

ART: THOMAS M. BAXA

P

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

GIBBERING MOUTHER 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Prone

SPECIAL TRAITS

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spit.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spit (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

ARMOR CLASS 9 **HIT POINTS** 67 (9D8 + 27) **SPEED** 10 FT., SWIM 10 FT.

STR 21 (+5) **DEX** 10 (+0) **CON** 22 (+6) **INT** 19 (+4) **WIS** 12 (+1) **CHA** 15 (+2)

NALFESHNEE 10,000XP

SAVING THROWS

Con +11, Int +9, Wis +6, Cha +7

DAMAGE RESISTANCES

Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from nonmagical attacks

DAMAGE IMMUNITIES

Poison

SENSES

Truesight 120 ft.,
Passive Perception 11

CONDITION IMMUNITIES

Poisoned

LANGUAGES

Abyssal, Telepathy 120 ft.

SPECIAL TRAITS

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 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 nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

ARMOR CLASS 18 NATURAL ARMOR **HIT POINTS** 184 (16D10 + 96) **SPEED** 20 FT., FLY 30 FT.

STR 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 6 (-2)

DEATH DOG 200XP

SENSES

Darkvision 120 ft.,
Passive Perception 15

SKILLS

Perception +5, Stealth +4

SPECIAL TRAITS

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

ARMOR CLASS 12 **HIT POINTS** 39 (6D8 + 12) **SPEED** 40 FT.

BOOTS OF ELVENKIND WONDROUS ITEM, UNCOMMON

While you wear these boots, your steps make no sound, regardless of the surface you are moving across.

You also have advantage on Dexterity (Stealth) checks that rely on moving silently.





ABOLETH

CR 10

LARGE ABERRATION, LAWFUL EVIL

ART: JORDAN RICHER

P

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ABOLETH (CONTINUED)

ART: JORDAN RICHER

P

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HARPY

CR 1

MEDIUM MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

P

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ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease – curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft. one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

STR 21 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

ABOLETH 5,900XP

SENSES

Darkvision 120 ft.,
Passive Perception 20

SKILLS

History +12,
Perception +10

SAVING THROWS

Con +6, Int +8, Wis +6

LANGUAGES

Deep Speech,
Telepathy 120 ft.

SPECIAL TRAITS

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

135 (18d10 + 36)

SPEED

10 FT., SWIM 40 FT.

STR 12 (+1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 13 (+1)

HARPY 200XP

SENSES

Passive Perception 10

LANGUAGES

Common

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

ARMOR CLASS

11

HIT POINTS

38 (7d8 + 7)

SPEED

20 FT., FLY 40 FT.



REFERENCE
CARDS

A detailed illustration of a dwarf warrior, likely a cleric or paladin, standing in a dark, rocky environment. The dwarf has a large, bushy beard and is wearing green and brown armor. A single lit candle is balanced on top of his head, casting a warm glow. He holds a large, double-bladed battle-axe in his right hand. The background is dark and atmospheric, with some distant lights visible on the left.

THE **DECK** OF MANY .COM

JANUARY 2019

PATREON
PRINT 'N PLAY PDF

ART: SVETOSLAV PETROV



GNOME, DEEP (SVIRFNEBLIN) CR 1/2

SMALL HUMANOID (GNOME), NEUTRAL GOOD

ART: SVETOSLAV PETROV

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HUMBLEWOOD.NET

LESSER DEMON CR 1

SMALL FIEND (DEMON), CHAOTIC EVIL

ART: EMILY HARE

P

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STAFF OF FROST

STAFF, VERY RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

P

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PURPLE WORM CR 15

GARGANTUAN MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

P

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STR 11 (+0) **DEX** 15 (+2) **CON** 14 (+2) **INT** 5 (-3) **WIS** 8 (-1) **CHA** 3 (-4)

LESSER DEMON 200XP

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Poison

DAMAGE RESISTANCES

Cold, Fire, Lightning

SENSES

Darkvision 60 ft.,
Passive Perception 9

LANGUAGES

Abyssal

ACTIONS

Multiattack. The demon makes two attacks, one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

Foul Odor (1/day). The demon emits a cloud of poisonous gas that fills a 20-foot sphere and persists for 1 minute until it disperses into the surrounding air. The cloud spreads around corners, and its area is heavily obscured. Any creature that is completely within the cloud at the start of its turn must make a DC 11 Constitution saving throw against the poison. On a failed save, the creature spends its action on that turn retching and reeling. Creatures immune to poison are immune to this effect. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) will disperse it after 1 round.

ARMOR CLASS

13 NATURAL ARMOR

HIT POINTS

22 (4d6 + 8)

SPEED

20 FT.

STR 28 (+9) **DEX** 7 (-2) **CON** 22 (+6) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 4 (-3)

PURPLE WORM 13,000XP

SAVING THROWS

Con +11, Wis +4

SENSES

Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

SPECIAL TRAITS

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS

18 NATURAL ARMOR

HIT POINTS

247 (15d20 + 90)

SPEED

50 FT., BURROW 30 FT.

STR 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 9 (-1)

GNOME, DEEP (SVIRFNEBLIN) 100XP

SENSES

Darkvision 120 ft.,
Passive Perception 12

SENSES

Investigation +3,
Perception +2, Stealth +4

LANGUAGES

Gnomish, Terran,
Undercommon

SPECIAL TRAITS

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

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: nondetection (self only)
1/day each: blindness/deafness, blur, disguise self

ACTIONS

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Poisoned Dart. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS

15 CHAIN SHIRT

HIT POINTS

16 (3d6 + 6)

SPEED

20 FT.

STAFF OF FROST

STAFF, VERY RARE (REQUIRES ATTUNEMENT)

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

ATTUNEMENT

Requires attunement by a druid, sorcerer, warlock, or wizard.





TREANT

CR 9

HUGE PLANT, CHAOTIC GOOD

ART: JORDAN RICHER

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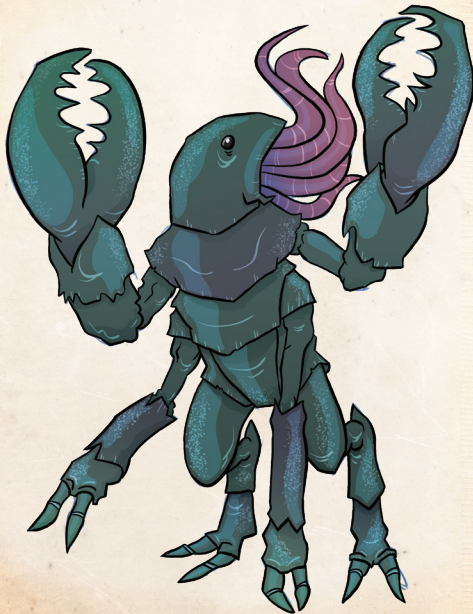
SABER-TOOTHED TIGER CR 2

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

P

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CHUUL

CR 4

LARGE ABERRATION, CHAOTIC EVIL

ART: JORDAN RICHER

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SAHUAGIN

CR 1/2

MEDIUM HUMANOID (SAHUAGIN), LAWFUL EVIL

ART: JORDAN RICHER

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STR 18 (+4) **DEX** 14 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

SABER-TOOTHED TIGER 450XP

SENSES

Passive Perception 13

SKILLS

Perception +3, Stealth +6

SPECIAL TRAITS

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger 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: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

ARMOR CLASS

12

HIT POINTS

52 (7D10 + 14)

SPEED

40 FT.

STR 13 (+1) **DEX** 11 (+0) **CON** 12 (+1) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 9 (-1)

SAHUAGIN 100XP

SKILLS

Perception +5

LANGUAGES

Sahuagin

SENSES

Darkvision 120 ft.,

Passive Perception 15

SPECIAL TRAITS

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

ARMOR CLASS

12 NATURAL ARMOR

HIT POINTS

22 (4D8 + 4)

SPEED

30 FT., SWIM 40 FT.

STR 23 (+6) **DEX** 8 (-1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

TREANT 5,000 XP

SENSES

Passive Perception 13

LANGUAGES

Common, Druidic, Elvish, Sylvan

DAMAGE RESISTANCES

Bludgeoning, Piercing

DAMAGE VULNERABILITIES

Fire

SPECIAL TRAITS

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

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

138 (12D12 + 60)

SPEED

30 FT.

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 5 (-3) **WIS** 11 (+0) **CHA** 5 (-3)

CHUUL 1,100XP

SENSES

Darkvision 60 ft.,

Passive Perception 14

LANGUAGES

Understands Deep Speech but can't speak

SKILLS

Perception +4

DAMAGE IMMUNITIES

Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

93 (11D10 + 33)

SPEED

30 FT., SWIM 30 FT.



GRAY OOZE

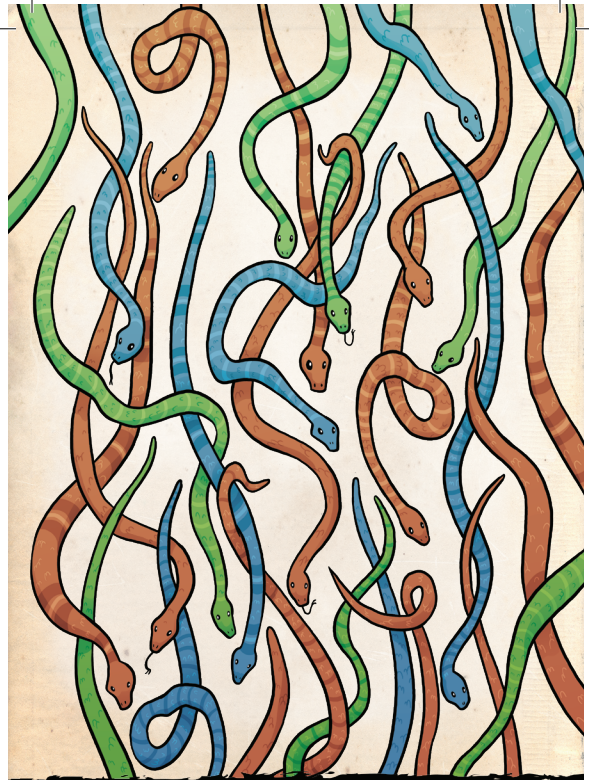
CR 1/2

MEDIUM OOZE, UNALIGNED

ART: JORDAN RICHER

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SWARM OF POISONOUS SNAKES CR 2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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HYDRA

CR 8

HUGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER

P

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WINTER WOLF

CR 3

LARGE MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER

P

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STR 8 (-1) **DEX** 18 (+4) **CON** 11 (+0) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

SWARM OF POISONOUS SNAKES 450XP

SENSES

Blindsight 10 ft.,
Passive Perception 10

DAMAGE RESISTANCES

Bludgeoning,
Piercing, Slashing

CONDITION IMMUNITIES

Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 14 **HIT POINTS** 36 (8D8) **SPEED** 30 FT., SWIM 30 FT.

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

WINTER WOLF 700XP

SENSES

Passive Perception 15

LANGUAGES

Common, Giant,
Winter Wolf

SKILLS

Perception +5, Stealth +3

DAMAGE IMMUNITIES

Cold

SPECIAL TRAITS

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

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

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 75 (10D10 + 20) **SPEED** 50 FT.

STR 12 (-1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 2 (-4)

GRAY OOOE 100XP

SENSES

Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 8

DAMAGE RESISTANCES

Acid, Cold, Fire

CONDITION IMMUNITIES

Blinded, Charmed, Deafened,
Exhaustion, Frightened, Prone

SKILLS

Stealth +2

SPECIAL TRAITS

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

ARMOR CLASS 8 **HIT POINTS** 22 (3D8 + 9) **SPEED** 10 FT., CLIMB 10 FT.

STR 20 (+5) **DEX** 12 (+1) **CON** 20 (+5) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 7 (-2)

HYDRA 3,900XP

SENSES

Darkvision 60 ft.,
Passive Perception 16

SKILLS

Perception +6,

SPECIAL TRAITS

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

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

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 172 (15D12 + 75) **SPEED** 30 FT., SWIM 30 FT.



ELF, DROW

CR 1/4

MEDIUM HUMANOID (ELF), NEUTRAL EVIL

ART: LAURA AND JOHN LAKEY

P

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BIRDFOLK FARMER

CR 0

MEDIUM HUMANOID (BIRDFOLK), LAWFUL GOOD

ART: CHRISTINA KRAUS

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GOAT

CR 0

MEDIUM BEAST, UNALIGNED

ART: JORDAN RICHER

P

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FLYING SNAKE

CR 1/8

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

P

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STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BIRDFOLK FARMER 10XP

SENSES

Passive Perception 10

LANGUAGES

Common, Birdfolk, and Auran

SPECIAL TRAITS

Glide. When falling at least 10 feet, the farmer can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

ACTIONS

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

ARMOR CLASS 10 **HIT POINTS** 4 (1D8) **SPEED** 30 FT.

STR 4 (-3) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

FLYING SNAKE 25XP

SENSES

Blindsight 10 ft.,
Passive Perception 11

SPECIAL TRAITS

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

ARMOR CLASS 14 **HIT POINTS** 5 (2D4) **SPEED** 30 FT., FLY 60 FT., SWIM 30 FT.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 12 (+1)

ELF, DROW 50XP

SENSES

Darkvision 120 ft.,
Passive Perception 12

LANGUAGES

Elvish, Undercommon

SKILLS

Perception +2, Stealth +4

SPECIAL TRAITS

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

ACTIONS

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

ARMOR CLASS 15 CHAIN SHIRT **HIT POINTS** 13 (3D8) **SPEED** 30 FT.

STR 12 (+1) **DEX** 10 (+0) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

GOAT 10XP

SENSES

Passive Perception 10

SPECIAL TRAITS

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

ARMOR CLASS 10 **HIT POINTS** 4 (1D8) **SPEED** 40 FT.



POLAR BEAR

CR 2

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER

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GIANT ELK

CR 2

HUGE BEAST, UNALIGNED

ART: JORDAN RICHER

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WAND OF SECRETS

WAND, UNCOMMON

P

ART: JORDAN RICHER

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GEM OF SEEING

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

ART: JORDAN RICHER

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STR 19 (+4) **DEX** 16 (+3) **CON** 14 (+2) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 10 (+0)

GIANT ELK 450XP

SENSES

Passive Perception 14

LANGUAGES

Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

SKILLS

Perception +4

SPECIAL TRAITS

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

42 (5D12 + 10)

SPEED

60 FT.

STR 20 (+5) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 7 (-2)

POLAR BEAR 450XP

SENSES

Passive Perception 13

SKILLS

Perception +3

SPECIAL TRAITS

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

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

ARMOR CLASS

12 NATURAL ARMOR

HIT POINTS

42 (5D10 + 15)

SPEED

40 FT., SWIM 30 FT.

GEM OF SEEING

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.



WAND OF SECRETS

WAND, UNCOMMON

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.





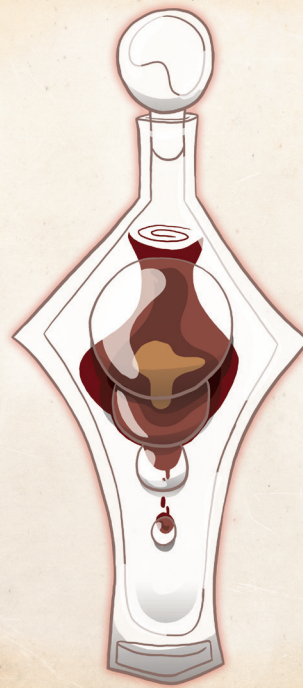
POTION OF INVISIBILITY

POTION, VERY RARE

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POTION OF GROWTH

POTION, UNCOMMON

ART: JORDAN RICHER

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MARILITH

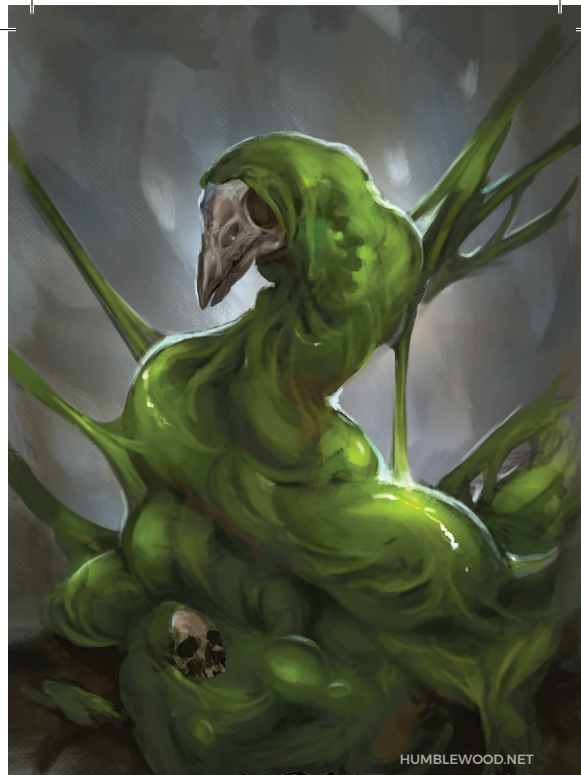
CR 16

LARGE FIEND (DEMON), CHAOTIC EVIL

ART: ALEX LIMA

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HUMBLEWOOD.NET

CAUSTIC SLIME

CR 1/4

LARGE OOZE, UNALIGNED

ART: LEESHA HANNICAN

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POTION OF GROWTH

POTION, UNCOMMON

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.



STR 15 (+2) **DEX** 5 (-3) **CON** 17 (+4) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

CAUSTIC SLIME 50XP

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

DAMAGE RESISTANCES

Bludgeoning, Piercing, Slashing

SENSES

Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including vertically and upsidedown, without making an ability check.

Caustic. Any creature that hits the slime must succeed a DC 12 Dexterity saving throw or take 1d4 acid damage. Creatures that touch the slime automatically take this damage.

ACTIONS

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

REACTIONS

Split. When a slime that is Medium or larger and has 10 or more hit points is hit with slashing or lightning damage, it splits into two new slimes. Each new slime has hit points equal to half the original slime’s, rounded down. New slimes are one size smaller than the previous size.

ARMOR CLASS 7 **HIT POINTS** 19 (2D10 + 8) **SPEED** 20 FT., CLIMB 20 FT.

POTION OF INVISIBILITY

POTION, VERY RARE

This potion’s container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.



STR 18 (+4) **DEX** 20 (+5) **CON** 20 (+5) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 20 (+5)

MARILITH 15,000XP

SENSES

Truesight 120 ft., Passive Perception 13

DAMAGE RESISTANCES

Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from nonmagical attacks

LANGUAGES

Abyssal, Telepathy 120 ft.

SAVING THROWS

Str +9, Con +10, Wis +8, Cha +10

DAMAGE IMMUNITIES

Poison

CONDITION IMMUNITIES

Poisoned

SPECIAL TRAITS

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

Magic Weapons. The marilith’s weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature.

Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can’t make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

ARMOR CLASS 18 NATURAL ARMOR **HIT POINTS** 189 (18D10 + 90) **SPEED** 40 FT.



SWARM OF BATS

CR 1/4

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JORDAN RICHER

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MERROW

CR 2

LARGE MONSTROSITY, CHAOTIC EVIL

ART: JORDAN RICHER

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GIANT BADGER

CR 1/4

MEDIUM BEAST, UNALIGNED

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RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

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STR 18 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 9 (-1)

MERROW 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
Abyssal, Aquan

SPECIAL TRAITS

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

ARMOR CLASS
13 NATURAL ARMOR

HIT POINTS
45 (6D10 + 12)

SPEED
10 FT., SWIM 40 FT.

RING OF INVISIBILITY

RING, LEGENDARY (REQUIRES ATTUNEMENT)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.



STR 5 (-3) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

SWARM OF BATS 50XP

SENSES
Blindsight 60 ft.,
Passive Perception 11

DAMAGE RESISTANCES
Bludgeoning, Piercing,
Slashing

CONDITION IMMUNITIES
Charmed, Frightened,
Grappled, Paralyzed,
Petrified, Prone,
Restrained, Stunned

SPECIAL TRAITS

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

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

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

ACTIONS

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

ARMOR CLASS
12

HIT POINTS
22 (5D8)

SPEED
0 FT., FLY 30 FT.

STR 13 (+1) **DEX** 10 (+0) **CON** 15 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

GIANT BADGER 50XP

SENSES
Darkvision 30 ft.,
Passive Perception 11

SPECIAL TRAITS

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

ARMOR CLASS
10

HIT POINTS
13 (2D8 + 4)

SPEED
30 FT., BURROW 10 FT.



POTION OF POISON

POTION, UNCOMMON

ART: JORDAN RICHER

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POTION OF HEROISM

POTION, RARE

ART: JORDAN RICHER

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POTION OF HEROISM

POTION, RARE

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.



POTION OF POISON

POTION, UNCOMMON

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

