

GRITTY REALISTIC DUNGEONS & DRAGONS 5E



These rules make Dungeons & Dragons 5th Edition seem much more realistic and gritty and is not suitable for regular D&D games. They make the game much more deadly and will slow down combat. I've used several sources to make these rules, mainly

Deathwatch by Fantasy Flight Games, *Torn Asunder Critical Hits* by Bastion Press, and *Arms and Equipment Guide* by TSR, Inc.

ADVENTURING OPTIONS

The following adventuring options from *Dungeon Master's Guide* are in use when using this system.

- Sanity
- Fear and Horror
- Healing: Healer's Kit Dependency
- Healing: Slow Natural Healing
- Rest Variant: Gritty Realism

COMBAT OPTIONS

The following combat options from *Dungeon Master's Guide* are in use when using this system.

- Initiative Variant: Speed Factor

ACTION OPTIONS

The following action options from *Dungeon Master's Guide* are in use when using this system.

- Climb onto a Bigger Creature
- Disarm
- Mark
- Overrun
- Shove Aside
- Tumble

HITTING COVER

Hitting Cover option is in use when using this system.

MASSIVE DAMAGE

Massive Damage option is in use when using this system.

MORALE

Morale option is in use when using this system.

COMBAT

The combat system has been altered significantly to make the game feel more realistic but also more slower. The following new actions, bonus actions, and reactions can be used.

AIM (ACTION)

You can use your action to aim your melee or ranged attack. If you do so, your next attack roll is made at advantage.

CALLED SHOT

You attempt to attack a specific or vulnerable area on your target. Declare a location on your target. You take a -5 penalty to the attack roll. If you hit, you skip the hit location roll and instead hit the declared location.

In addition, you can make the attack roll at disadvantage. If you hit, you ignore armor as your hit bypasses it and hits a vulnerable, unarmored area.

DODGE (REACTION)

When you are hit in combat, you may use your reaction to dodge the melee or ranged attack. Make a Dexterity check adding your proficiency bonus. If the check is equal to or greater than the attack roll, you dodge the attack. You must be able to see the attacker.

FEINT (BONUS ACTION)

As a bonus action, you attempt to use guile and combat training to trick your opponent into a mistake. You and your target makes an opposed melee attack roll. If you win, your next melee attack against the same target cannot be dodged or parried. If your next action is anything else other than a weapon attack, the advantage of feinting is lost.

PARRY (REACTION)

When you are hit in combat, you may use your reaction to parry the melee attack. Make an attack roll with your weapon or your shield. If the roll is equal to or greater than the attack roll, you parry the attack. You must be able to see the attacker to parry it.

If you're able to make multiple attacks with the Attack action, parry can replace one of them. You can also use your bonus action to parry if you're fighting with two weapons in each hand. These are in addition to the reaction.

ARMOR POINTS

The gritty realistic system introduces armor points (APs) to the game. You no longer gain AC from your armor; instead the damage you receive is subtracted by the value of the armor you're wearing.

HIT LOCATION

When you hit with a melee or ranged attack, roll for hit location. To speed up play, roll the hit location die at the same time as you roll for the attack.

HIT LOCATION

d20	Location
1-2	Head
3-4	Right Arm
5-6	Left Arm
7-14	Body
15-17	Right Leg
18-20	Left Leg

ARMOR POINTS

Armor	Head AP	Body AP	Arms AP	Legs AP
Padded	0	1	1	1
Leather	0	1	1	1
Studded leather	0	2	2	2
Hide	0	2	2	2
Chain shirt	0	6	0	0
Scale mail	0	4	4	4
Breastplate	0	8	0	0
Half plate	6	8	8	2
Ring mail	0	4	4	4
Chain mail	4	6	6	6
Splint	6	7	7	7
Plate	8	8	8	8

DAMAGE REDUCTION

When you are hit in combat, you reduce the damage you receive by your Constitution modifier (minimum of +0) in addition to the damage reduction from your armor.

If you deal several damage types on a single attack, you can choose the order which damage is dealt first. You calculate all damage together, reduce AP and the target's Constitution modifier from the total and if there are any damage left, you can choose the damage type that reduces the target's hit points.

For example, Rejgar the Crown Knight tries to hit Volass the Knight of Takthisis with his greatsword. Rejgar rolls for a hit, total of 19. Volass tries to parry it with his greatsword using his reaction but rolls an 18, so Rejgar hits. He rolls for hit location hitting Volass's body. Rejgar rolls for damage and gets 15 total. This damage is reduced by Volass's plate (AP 8) plus his Constitution modifier +3. Volass takes $15 - 11 = 4$ points of slashing damage to his body and is not happy.

FALLING DAMAGE

Damage from falling ignores armor.

ARMOR CLASS

The armor class has been changed dramatically. To hit a creature now requires a melee or ranged attack roll against the target's size AC.

Medium armor has maximum Dexterity bonus of +2 and Heavy armor +0. If the creature has movement rate of 0, the AC gets a -10 penalty. This penalty also applies to nonmoving items.

If you have a magic item or spell that grants you a bonus to your AC, that bonus is added to your AC.

TARGET SIZE AC

Size	AC
Tiny	19
Small	17
Medium	15
Large	13
Huge	11
Gargantuan	9

HIT DEGREE

When you hit a target, you deal extra damage as stated below.

If your hit is 5-9 more than the target's AC, parry, or dodge, you deal 1 extra die of damage.

If your hit is 10-14 more than the target's AC, parry, or dodge, you deal 2 extra dice of damage.

If your hit is 15 or more than the target's AC, parry, or dodge, you deal 3 extra dice of damage.

RACES

In the gritty realistic system the following races are modifier.

DWARF

HILL DWARF

Dwarven Toughness. Your hit point maximum increases by 5.

LIZARDFOLK

Natural Armor. You have 3 AP to all your hit locations.

CLASSES

In the gritty realistic system all the classes are modified. Mainly, characters now receive much more less hit points than perviously making spells like *fireball* lethal even to higher level characters.

BARBARIAN

HIT POINTS

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 4 per barbarian level after 1st

UNARMORED DEFENSE

While you are not wearing any armor, you double your Constitution modifier to reduce the damage you receive.

BARD

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per bard level after 1st

CLERIC

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per cleric level after 1st

DRUID

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per druid level after 1st

FIGHTER

HIT POINTS

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 3 per fighter level after 1st

FIGHTING STYLE: DEFENSE

While you are wearing armor, you gain a +1 bonus to your Dodge and Parry reactions.

BATTLE MASTER MANEUVERS

Evasive Footwork. When you move, you can expend one superiority die, rolling the die and adding the number rolled to your Dodge reaction until you stop moving.

Rally. That creature gains temporary hit points equal to the superiority die roll.

MONK

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per monk level after 1st

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, you add your Wisdom modifier to your Dodge or Parry reactions in addition to the Dexterity modifier.

PALADIN

HIT POINTS

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 3 per paladin level after 1st

FIGHTING STYLE: DEFENSE

While you are wearing armor, you gain a +1 bonus to your Dodge and Parry reactions.

RANGER

HIT POINTS

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 3 per ranger level after 1st

FIGHTING STYLE: DEFENSE

While you are wearing armor, you gain a +1 bonus to your Dodge and Parry reactions.

ROGUE

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per rogue level after 1st

SORCERER

HIT POINTS

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1 per sorcerer level after 1st

SORCEROUS ORIGIN: DRAGONIC BLOODLINE

DRAGONIC RESILIENCE

At 1st level, your hit point maximum increases by 5.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. You have 3 AP on all your hit locations.

WARLOCK

HIT POINTS

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 2 per warlock level after 1st

THE FIEND OTHERWORLDLY PATRON

DARK ONE'S BLESSING

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + half your warlock level (rounded down, minimum of 1).

WIZARD

HIT POINTS

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1 per wizard level after 1st

SCHOOL OF ABJURATION

ARCANE WARD

Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

SCHOOL OF CONJURATION

DURABLE SUMMONS

Starting at 14th level, any creature that you summon or creature with a conjuration spell has 14 temporary hit points.

EQUIPMENT

ARMOR

Since hit locations are important, it is necessary to introduce helmets as a separate piece of armor to the game. Half plate includes metal open-face helmet, chain mail includes coif, splint includes metal open-face helmet, and plate includes metal closed-face helmet.

Perception. If the Helmet table shows "Disadvantage" in the Perception column, the wearer has disadvantage on Wisdom (Perception) checks.

HELMET

Helmet	Cost	Armor Points	Perception	Weight
Padded cap	1 gp	1	—	1 lb.
Leather cap	2 gp	1	—	1 lb.
Metal cap	10 gp	3	—	2 lb.
Coif	15 gp	4	—	8 lb.
Leather open-face helmet	10 gp	2	—	3 lb.
Metal open-face helmet	150 gp	6	—	7 lb.
Leather closed-face helmet	20 gp	4	Disadvantage	5 lb.
Metal closed-face helmet	300 gp	8	Disadvantage	10 lb.

Cap. A cap is a padded, leather, or steel skullcap worn much like a close-fitted cap, beret, or bonnet. Caps are usually worn with padded armor, leather, studded leather, hide, or any other lightweight protection.

Coif. A coif is a padded chain mail hood. It fits snugly around the neck and over the head, except the face. It usually comes with or is built into a suit of chain mail or mail-based armor.

Open-Face Helmet. This class of open-face helmet, made of reinforced leather or metal, covers most of the head, save the face and neck. These helmets commonly provide protection for the nose (this piece of the helm is called a *nasal*).

Open-face helmets are popular with officers and leaders, and are appropriately worn with armors like ring mail and chain mail.

Closed-Face Helmet. The closed-face helmets are identical to the open-face helmets, but include a visored faceplate.

These tend to be worn by officers and sergeants-at-arms. They are most commonly worn with plate mail.

SHIELDS

When you are parrying a hit with a shield, you receive a +2 bonus to your Parry reaction. You can use a shield to parry ranged attacks.

FEATS

Some of the feats have been altered in the new system.

DEFENSIVE DUELIST

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can double your proficiency bonus to your reaction to Dodge or Parry for that attack, potentially causing the attack to miss you.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain +1 to your Parry reactions.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature or a creature suffering from Blood Loss, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to half your level (rounded down, minimum of 1) + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Making a called shot doesn't impose the -5 penalty on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SPELL SNIPER

Prerequisite: The ability to cast at least one spell

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.
- Making a called shot doesn't impose the -5 penalty on your ranged spell attack rolls.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

TOUGH

Your hit point maximum increases by 5. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.

SPELLS

Many spells have been rewritten for these rules. If the character receives damage from an area spell such as *fireball*, body hit location is used to determine where the character is hit. Armor reduces damage normally unless stated otherwise.

ANIMATE OBJECTS

ANIMATED OBJECT STATISTICS

Size	HP	AC	APs	Attack	Str	Dex
Tiny	8	19	4	+8 to hit, 1d4 + 4 damage	4	18
Small	12	17	4	+6 to hit, 1d8 + 2 damage	6	14
Medium	18	15	2	+5 to hit, 2d6 + 1 damage	10	12
Large	27	13	0	+6 to hit, 2d10 + 2 damage	14	10
Huge	48	11	2	+8 to hit, 2d12 + 4 damage	18	6

ARMOR OF AGATHYS

You gain 2 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. Temporary hit points increase by 2 and cold damage by 5 for each spell slot of 2nd level or higher.

BANISHING SMITE

If this attack reduces the target to 20 hit points or fewer, you banish it.

BARKSKIN

The target's armor points in every location are never less than 6, regardless of what kind of armor it is wearing.

BLIGHT

The *blight* spell ignores armor.

CIRCLE OF DEATH

The *circle of death* spell ignores armor.

CLOUDKILL

The *cloudkill* spell ignores armor.

COLOR SPRAY

Roll 3d10; the total is how many hit points of creature this spell can affect.

At Higher Level. Roll an additional 1d10 for each slot level above 1st.

DIVINE WORD

On a failed save, a creature suffers an effect based on its current hit points:

- 22 hit points or fewer: deafened for 1 minute
- 18 hit points or fewer: deafened and blinded for 10 minutes
- 14 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 9 hit points or fewer: killed instantly

ENHANCE ABILITY

Bear's Endurance. It also gains 1d6 temporary hit points.

FALSE LIFE

You gain 1d4 temporary hit points for the duration.

At Higher Levels. You gain 2 additional temporary hit points for each slot level above 1st.

GEAS

The *geas* spell ignores armor.

HARM

The *harm* spell ignores armor.

HEAT METAL

The *heat metal* spell ignores armor.

HASTE

The target gains a +1 bonus to its reaction to Dodge or Parry. Also, instead of an additional action, the target can make an additional Dodge or Parry reaction.

HEROISM

A creature gains temporary hit points equal to half your spellcasting ability modifier (rounded up) at the start of each of its turns.

MAGE ARMOR

The target receives 3 armor points bonus to all its locations.

MAGIC MISSILE

You can choose the hit location the *magic missile* hits ignoring armor.

MIRROR IMAGE

The duplicate's AC is your Size AC.

PHANTASMAL KILLER

The *phantasmal killer* spell ignores armor.

POISON SPRAY

The *poison spray* spell ignores armor.

POWER WORD KILL

If the creature you choose has 45 hit points or fewer, it dies.

POWER WORD STUN

If the creature you choose has 70 hit points or fewer, it is stunned.

PRISMATIC WALL

The *prismatic wall* spell's yellow wall ignores armor.

SHOCKING GRASP

The *shocking grasp* spell ignores armor.

SLEEP

Roll 3d8; the total is how many hit points of creatures this spell can affect.

At Higher Levels. Roll an additional 1d8 for each slot above 1st.

SPARE THE DYING

If the target is dying or suffering from Blood Loss, the creature becomes stable and is no longer affected by Blood Loss.

UNSEEN SERVANT

The unseen servant has AC 15.

VICIOUS MOCKERY

The *vicious mockery* spell ignores armor.

WALL OF ICE

The wall has AC 3, 2 APs, and 14 hit points per 10-foot section, and it is vulnerable to fire damage.

WALL OF STONE

Each panel has AC 3, 5 APs, and 14 hit points per inch of thickness.

WEIRD

The *weird* spell ignores armor.

WISH

The *wish* spell ignores armor.

DAMAGE

Whenever your hit points are reduced to 0, you don't fall unconscious and are dying. You begin to take critical damage. Each time you suffer critical damage, you suffer one or more critical effects. Critical damage is cumulative and remains with you until you heal naturally over time or receive medical attention or magical healing.

There are four critical types of tables: Energy, Impact, Slashing, and Thunder. As there are several types of damage for Energy, the DM may have to adjust the description of the critical damage to better suit the damage to the damage type received.

DAMAGE TYPE CRITICAL TABLE

Damage Type	Critical Table
Acid	Energy
Bludgeoning	Impact
Cold	Energy
Fire	Energy
Force	Energy
Lightning	Energy
Necrotic	Energy
Piercing	Impact
Poison	Energy
Psychic	Energy
Radiant	Energy
Slashing	Slashing
Thunder	Thunder

INJURIES

Here are descriptions of injuries you may receive. Most of them have been taken from the *Dungeon Master's Guide*.

BLOOD LOSS

When you suffer blood loss, you must make a death saving throw as described in the *Player's Handbook*. You don't fall unconscious.

BROKEN RIBS

This has the same effect as Internal Injury, except that the save DC is 10.

EXAMPLE

Caspian is hit with an arrow to his right arm. After accounting for his Constitution modifier and armor, Caspian suffers 10 points of piercing damage. Since he only has 8 hit points left, he suffers 2 points of critical damage to his right arm. The DM consults the critical damage 2 line of **Impact Critical Effects - Arm** which says that Caspian suffers a deep bruise to his arm. Later in combat, Caspian is hit with a longsword to his left leg. After accounting for his Constitution modifier and armor, he suffers 3 points of slashing damage. Caspian has now suffered 5 total points of critical damage. The DM consults the critical damage 5 line of **Slashing Critical Effect - Leg** and determines that Caspian's leg is opened up in a spray of blood, exposing bone, sinew and muscle. He takes 1 level of exhaustion, his speed is halved for 1 hour and he suffers a Limp and a Minor Scar.

FESTERING WOUND

Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.

HORRIBLE SCAR

You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.

INTERNAL INJURY

Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend ten days doing nothing but resting.

LIMP

Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing removes the limp.

LOSE AN ARM OR A HAND

You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *regenerate* spell can restore the lost appendage.

LOSE AN EAR

The missing ear doesn't have any adverse effect. Magical healing of 6th level or higher, such as *heal* or *regenerate*, removes the scar.

LOSE AN EYE

You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.

LOSE A FOOT OR LEG

Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the lost appendage.

MINOR SCAR

The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.

HEALING

As you accumulate damage, you progress through three different states: lightly damaged, heavily damaged, and critically damaged.

LIGHTLY DAMAGED

You are considered lightly damaged if you have taken damage equal to or less than half your hit points (rounded up). When you are lightly damaged, you heal damage normally as described in the *Player's Handbook* and *Dungeon Master's Guide*.

HEAVILY DAMAGED

You are considered heavily damaged if you have taken damage less than half your hit points but haven't taken critical damage. When you are heavily damaged, you can spend one or more Hit Dice at the end of a long rest, up to the maximum number of Hit Dice. You don't regain any hit points after a short rest. Magical healing heals you normally.

Once your damage is equal to or less than half your hit points (rounded up), you become lightly damaged.

CRITICALLY DAMAGED

You are critically damaged if you have received damage in excess of your hit points. When you are critically damaged, you heal 1 point after a long rest. When you receive magical healing, you heal 1 point of critical damage for each 5 points of magical healing you receive.

Once all critical damage has been healed, you become heavily damaged instead.

ENERGY DAMAGE CRITICAL TABLE - ARM

Damage

Type Critical Table

1	A blast to your arm leaves it all numb and tingly. Checks made with the arm are at disadvantage until the end of your next turn.
2	The attack smashes your arm, sending currents of energy crackling down to the fingers and up to the shoulder. Your arm is useless for 1 minute.
3	The attack burns your arm leaving you stunned until the end of your next turn. Your arm is useless for 1 minute.
4	The shock of the attack makes you vomit. You are stunned until the end of your next turn. Your arm is useless for 1 minute.
5	Your arm suffers superficial burns inflicting no small amount of pain to you. Your attack rolls are at disadvantage at the end of your next turn and you take 1 level of exhaustion. You have a Minor Scar .
6	The attack wreathes your arm in flame, scorching clothing and armor, and temporarily fusing together your fingers. Your attack rolls are at disadvantage for 1 minute, you take 1 level of exhaustion, and you must succeed on a DC 15 Constitution saving throw or Lose the use of the Hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in your arm, causing it to shatter. Your arm is broken and until it is healed you are considered to have Lost the Arm . You are stunned until the end of your next turn and also take 1 level of exhaustion.
8	Energy sears through your arm at the shoulder, causing the limb to be severed from the body. You must succeed on a DC 15 Constitution saving throw or become stunned until the end of your next turn. In addition, you take 1 level of exhaustion and are suffering from Blood Loss . You now have Lost an Arm .
9	Fire consumes your arm, burning the flesh to a crisp right down to the bone. You must succeed on a DC 15 Constitution saving throw or die from shock. If you survive, however, you take 1 level of exhaustion and you are stunned until the end of your next turn. You now have Lost an Arm .
10+	The attack reduces your arm to a cloud of ash and sends you crumbling to the ground where you immediately die from shock, clutching your smoking stump.

ENERGY DAMAGE CRITICAL TABLE - BODY

Damage

Type Critical Table

1	A blow to your body steals a breath from your lungs. You lose your bonus action and reaction until the end of your next turn.
2	The blast punches the air from your body. You are stunned until the end of your next turn.
3	The attack cooks the flesh on the chest and abdomen leaving you stunned until the end of your next turn.
4	The energy ripples all over you, scorching your body and inflicting 1 level of exhaustion.
5	The fury of the attack forces you to the ground, helplessly covering your face and keening in agony. You are prone and must make a successful DC 15 Dexterity saving throw or catch fire. You take 1 level of exhaustion.
6	Struck by the full force of the attack, you are sent reeling to the ground, smoke spiralling out of the wound. You are knocked prone, stunned for 1 minute, and take 1 level of exhaustion. In addition, you must make a successful DC 15 Dexterity saving throw or catch on fire.
7	The intense power of the energy attack cooks your organs, burning your lungs and heart with intense heat. You are stunned for 1 minute and your Constitution bonus is halved when you take damage. You have an Internal Injury .
8	As the attack washes over you, your skin turns black and peels off while body fat seeps out of your clothing and armor. You are stunned for 1 minute and you have an Internal Injury and Horrible Scar .
9-10 +	You are completely encased in fire, melting your skin and popping your eyes like superheated eggs. You fall to the ground a blackened corpse.

ENERGY DAMAGE CRITICAL TABLE - HEAD

Damage
Type

Critical Table

1	A grazing blow to the head frazzles your senses, imposing disadvantage on ability checks until the end of your next turn.
2	The blast of energy dazzles you, leaving you blinded until the end of your next turn.
3	The attack cooks off your ear, leaving you stunned until the end of your next turn. You have Lost an Ear .
4	The energy attack burns away all of the hairs on your head as well as leaving you reeling from the injury. You are blinded for 1 minute.
5	A blast of energy envelopes your head, burning your face and hair, and causing you to scream. In addition to losing your hair, you are blinded for 1 minute and takes 1 level of exhaustion. You have a Minor Scar .
6	The attack cooks your face, melting your features and damaging your eyes. You are blinded for the next 1 hour. You have a Horrible Scar . You also take 1 level of exhaustion.
7	In a gruesome display, the flesh is burned from the your head, exposing charred bone and muscle underneath. You are blinded permanently and take 1 level of exhaustion. Also, you have a Horrible Scar .
8	Your head is destroyed in a convocation of fiery death. You do not survive.
9	Superheated by the attack, your brain explodes, tearing apart your skull and sending flaming chunks of meat flying at those nearby. You are no more.
10+	As above, except your entire body catches fire and you run off headless 15 feet in a random direction. Anything flammable you pass, including characters, must make a DC 10 Dexterity saving throw or catch fire.

ENERGY DAMAGE CRITICAL TABLE - LEG

Damage
Type

Critical Table

1	A blow to the leg leaves you gasping for air.
2	A grazing strike against the leg slows you for a bit. Your speed is halved until the end of your next turn.
3	The blast breaks your leg leaving you stunned until the end of your next turn and your speed is halved for 1 minute.
4	A solid blow to the leg sends electric currents of agony coursing through you. You take 1 level of exhaustion.
5	Your leg endures horrific burn damage, fusing clothing and armor with flesh and bone. You are stunned until the end of your next turn. You receive a Limp and a Minor Scar .
6	The attack burns your foot, charring the flesh and emitting a foul aroma. You must successfully make a successful DC 15 Constitution saving throw or Lose the Foot . In addition, you take 1 level of exhaustion.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until healed, you count as having Lost the Leg . You must make a successful DC 15 Constitution saving throw or become stunned until the end of your next turn. In addition you gain 1 level of exhaustion. You now only have one leg.
8	Energy sears through the bone, causing the leg to be severed. You must make a successful DC 15 Constitution saving throw or become stunned until the end of your next turn. In addition you gain 1 level of exhaustion and are suffering from blood loss. You Lose the Leg .
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. You must make a make a successful DC 15 Constitution saving throw or die from shock. The Leg is utterly Lost .
10+	In a terrifying display of power, the leg immolates and fire consumes you completely. You die in a matter of agonising seconds.

IMPACT DAMAGE CRITICAL TABLE - ARM

Damage Type	Critical Table
1	The attack numbs your limb causing you to drop anything held in that hand.
2	The strike leaves a deep bruise.
3	The impact inflicts crushing pain and you drop whatever was held in that hand.
4	The impact leaves you reeling from pain. You are stunned until the end of your next turn. The limb is useless for 1 minute.
5	Muscle and bone take a pounding as the attack rips into the arm. Your attack rolls are at disadvantage for 1 minute. In addition, you must make a successful DC 15 Dexterity saving throw or drop anything held in that hand. You have a Minor Scar .
6	The attack pulverises your hand, crushing and breaking 1d5 fingers (for the purposes of this critical, a thumb counts a finger). You must immediately make a successful DC 15 Constitution saving throw or Lose the use of your Hand .
7	With a loud snap, the arm bone is shattered and left hanging limply at your side, dribbling blood onto the ground. The arm is broken and you Lose the Arm until healed, and you take 1 level of exhaustion.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. You must immediately make a successful DC 15 Constitution saving throw or die from shock. If you pass the check, you are still stunned for 1 minute, take 1 level of exhaustion and suffer from blood loss. You Lose the Arm .
9	In a rain of blood, gore and meat, your arm is removed from your body. Screaming incoherently, you twist about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armor fragments fly about like shrapnel. Anyone within 5 feet must make a DC 10 Dexterity saving throw taking (2) 1d4 bludgeoning damage to a random hit location on failed save, or half as much damage on a successful one.

IMPACT DAMAGE CRITICAL TABLE - BODY

Damage Type	Critical Table
1	A blow to your body steals the breath from your lungs. You lose your bonus action and reaction until the end of your next turn.
2	The impact punches the air from your body.
3	The attack breaks a rib. You are stunned until the end of your next turn.
4	The blow batters you, shattering ribs. You take 1 level of exhaustion and are stunned until the end of your next turn. You have Broken Ribs .
5	A solid blow to the chest winds you and you momentarily doubles over in pain, clutching yourself and crying in agony. You take 1 level of exhaustion and are stunned for 2 rounds.
6	The attack knocks you sprawling on the ground, prone. You fly 10 feet away from the attacker and fall prone (if you strike a wall or other solid object, you stop). You take 1 level of exhaustion and are stunned for 2 rounds.
7	With an audible crack, your ribs break. You have an Internal Injury . You also take 1 level of exhaustion.
8	The force of the attack ruptures several of your organs and knocks you prone, gasping in wretched pain. You suffer Blood Loss, Internal Injury, and Festering Wound . You also take 1 level of exhaustion.
9	You jerk back from the force of the attack, throwing back your head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except you are thrown 10 feet away from the attack. Anyone in the target's path must make a DC 15 Dexterity saving throw or be knocked prone.

IMPACT DAMAGE CRITICAL TABLE - HEAD

Damage

Type Critical Table

1	The impact fills your head with a terrible ringing noise. You must make a DC 15 Constitution saving throw or be stunned until the end of your next turn.
2	The attack causes you to see stars. You have disadvantage on attack rolls until the end of your next turn.
3	Your nose explodes in a torrent of blood, blinding you until the end of your next turn. You have a Minor Scar .
4	The concussive strike staggers you, dealing 1 level of exhaustion.
5	The force of the blow sends you reeling in pain. You are stunned until the end of your next turn.
6	Your head is snapped back by the attack leaving you staggering around trying to control mind-numbing pain. You are stunned for 1 minute.
7	The attack slams into your head, fracturing your skull and opening a long tear in your scalp. You are stunned for 1 minute. You have a Minor Scar .
8	Blood pours from your nose, mouth, ears and eyes as the attack pulverises your brain. You do not survive the experience.
9	Your head bursts like an overripe fruit and sprays blood, bone and brains in all directions. Anyone within 5 feet of you must make a successful DC 10 Dexterity saving throw or suffer disadvantage on their Wisdom (Perception) checks at the end of their next turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through you and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

IMPACT DAMAGE CRITICAL TABLE - LEG

Damage

Type Critical Table

1	A light blow to the leg leaves you gasping for air.
2	A grazing strike against the leg slows you. Your speed is halved until the end of your next turn.
3	The blow breaks your leg leaving you stunned until the end of your next turn and your speed is halved for 1 minute.
4	A solid blow to the leg sends lightning agony coursing through you. You take 1 level of exhaustion. Your speed is halved for 1 minute.
5	A powerful impact causes micro fractures in your bones, inflicting considerable agony. Your Dexterity checks are at disadvantage for 1 minute and you take 1 level of exhaustion. You have a Limp .
6	Several of the tiny bones in your foot snap like twigs with cracking noises. You must make a successful DC 15 Constitution saving throw or permanently Lose the use of your Foot . On a success, your speed is halved until healing is received.
7	With a nasty crunch, the leg is broken and you knocked down mewling in pain. You fall prone with a broken leg and you count as having Lost a Leg until healed. You take 1 level of exhaustion.
8	The force of the attack rips the lower half of the leg away in a stream of blood. You must make a successful DC 15 Constitution saving throw or die from shock. On a success, you are stunned for 1 minute, take 1 level of exhaustion and suffer Blood Loss . You have Lost the Leg .
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as you try futilely to stop the sudden flood of vital fluid, you fall to the ground prone and die in a spreading pool of gore.
10+	As above, but such is the agony of your death that your piteous screams drown out all conversation within 15 feet for the rest of the round.

SLASHING DAMAGE CRITICAL TABLE - ARM

Damage Type	Critical Table
1	The slashing attack tears anything free that was held in this arm.
2	Deep cuts cause you to drop whatever was held. You suffer a Minor Scar .
3	The shredding attack sends you screaming in pain. You drop whatever was held in that hand. You suffer a Minor Scar .
4	The attack flays the skin from the limb, filling the air with blood and the sounds of your screaming. You fall prone from the agony. The limb is useless for 1 minute. You suffer a Minor Scar .
5	A bloody and very painful looking furrow is opened up in your arm. You take 1 level of exhaustion and vomit all over the place in agony. You drop whatever was held and Lose the Arm until healing is received. You also suffer Blood Loss and suffer a Minor Scar .
6	The blow mangles flesh and muscle as it hacks into your hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off). You take 1 level of exhaustion and must immediately make a successful DC 15 Constitution saving throw or Lose the use of your Hand . You suffer a Minor Scar .
7	The attack rips apart skin, muscle, bone and sinew with ease, turning your arm into a dangling ruin and inflicting 1 level of exhaustion. The arm is broken and, until healed, you count as having Lost the Arm . In addition, numerous veins have been severed and you are now suffering from Blood Loss .
8	With an assortment of unnatural, wet ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. You must immediately make a successful DC 15 Constitution saving throw or die from shock. If you pass the save, you are stunned for 1 minute and suffer blood loss. You also take 1 level of exhaustion and now have Lost the Arm .
9-10+	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing you instantly.

SLASHING DAMAGE CRITICAL TABLE - BODY

Damage Type	Critical Table
1	If you are not wearing armor on this location, you take a painful laceration and suffer a Minor Scar . If you are wearing armor, there is no effect. Phew!
2	The attack damages your armor, reducing its armor points by 1. If not armored, you are also stunned until the end of your next turn and you suffer a Minor Scar .
3	The attack rips a large patch of skin from your torso, leaving you gasping in pain. You are stunned until the end of your next turn and suffer a Minor Scar .
4	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must succeed on a DC 10 Dexterity saving throw or fall prone. You take 1 level of exhaustion. You suffer a Minor Scar .
5	The blow opens up a long wound in your torso, causing you to double over in terrible pain. You take 1 level of exhaustion and suffer a Minor Scar .
6	The mighty attack takes a sizeable chunk out of you and knocks you to the ground as you clutch the oozing wound, shrieking in pain. You are prone and take 1 level of exhaustion. You also suffer a Minor Scar .
7	The attack cuts open your abdomen. You receive an Internal Injury and a Festering Wound . You also take 1 level of exhaustion and are now suffering Blood Loss .
8	With a vile tearing noise, the skin on your chest comes away revealing a red ruin of muscle. You must make a successful DC 15 Constitution saving throw or die. If you pass, you take 1 level of exhaustion, and now suffer Blood Loss , Internal Injury , Festering Wound , and Horrible Scar .
9	The powerful blow cleaves you from gullet to groin, revealing your internal organs and spilling them on to the ground before you. You are now quite dead.
10+	As above, except that the area and you are awash with gore. For the rest of the fight, anyone moving within 5 feet of your corpse must make a successful DC 15 Dexterity saving throw or fall prone.

SLASHING DAMAGE CRITICAL TABLE - HEAD

Damage Type	Critical Table
1	The attack tears skin from your face. You suffer a Minor Scar . If you are wearing a helmet, there is no effect.
2	The attack slices open your scalp which immediately begins to bleed profusely. Due to blood pouring into your eyes, you have disadvantage on Wisdom (Perception) checks for 1 minute. You suffer a Minor Scar .
3	The attack tears your helmet from your head. If wearing no helmet, you Lose an Ear instead.
4	The attack scoops out one of your eyes, inflicting 1 level of exhaustion and leaving you stunned until the end of your next turn. You suffer a Minor Scar .
5	The attack opens up your face, leaving you stunned for 1 minute and inflicting 1 level of exhaustion. You suffer a Minor Scar . If you are wearing a helmet, the helmet comes off.
6	As the blow rips violently across your face—it takes with it an important feature. Roll 1d10 to see what you have lost. 1–3: Lose an Eye , 4–7: Nose, Horrible Scar , 8–10: Lose an Ear . In addition, you are now suffering Blood Loss and take 1 level of exhaustion.
7	In a splatter of skin and teeth, the attack removes most of your face. You are permanently blinded and suffer a Horrible Scar . You also now have trouble speaking without slurring your words. In addition, you are suffering from Blood Loss and take 1 level of exhaustion.
8	The blow slices into the side of your head causing your eyes to pop out and your brain to ooze down your cheek like spilled jelly. You're dead before you hit the ground.
9	With a sound not unlike a wet sponge being torn in half, your head flies free of your body and sails through the air, landing harmlessly 15 feet away with a soggy thud. You are instantly slain.
10+	As above, except your neck spews blood in a torrent, drenching all those nearby and forcing them to make a DC 15 Dexterity saving throw. Anyone who fails the save, has disadvantage on Wisdom (Perception) checks at the end of their next turn as gore fills their eyes or fouls their visor.

SLASHING DAMAGE CRITICAL TABLE - LEG

Damage Type	Critical Table
1	The attack knocks the limb backwards, painfully jerking it away from the body.
2	Your kneecap splits open. You must make a successful DC 15 Dexterity saving throw or fall prone. You suffer a Minor Scar .
3	The attack rips a length of flesh from the leg, causing blood to gush from the wound. You suffer Blood Loss and Minor Scar .
4	The attack rips the kneecap free from your leg, causing it to collapse out from under you. Your speed is halved until you receive healing. You suffer a Limp and a Minor Scar .
5	In a spray of blood, your leg is opened up, exposing bone, sinew and muscle. You take 1 level of exhaustion and your speed is halved for 1 hour. You receive a Limp and a Minor Scar .
6	The blow slices an inch off the end of your foot. You must make a successful DC 15 Constitution saving throw or permanently Lose the use of your Foot . On a success, your speed is halved until you are healed. In either case, you take 1 level of exhaustion. You suffer a Minor Scar .
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until healed, you count as having Lost a Leg . In addition, the level of maiming is such that you are now suffering from Blood Loss . You also take 1 level of exhaustion. You suffer a Minor Scar if it ever heals.
8	In a single bloody hack the leg is lopped off you, spurting its vital fluids across the ground. You must immediately make a successful DC 15 Constitution saving throw or die from shock. On a success, you are stunned for 1 minute, take 1 level of exhaustion and suffer blood loss. You now have Lost the Leg .
9	With a meaty chop, the leg comes away at the hip. You pitch to the ground howling in agony, before dying moments later.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone moving within 10 feet of the target this round must make a successful DC 15 Dexterity saving throw or fall prone.

THUNDER DAMAGE CRITICAL TABLE - ARM

Damage

Type Critical Table

1	The attack throws the limb backwards, painfully jerking it away from the body.
2	The attack sends a fracture through the limb. You drop anything held in the hand.
3	The explosion takes 1d5 fingers from your hand. Anything carried in the hand is destroyed. You suffer a Minor Scar .
4	The blast causes you to howl in agony. You take 1 level of exhaustion, are stunned until the end of your next turn, and the limb is useless, effectively Lost an Arm until healed.
5	Fragments from the explosion tear into your hand, ripping away flesh and muscle alike. You must immediately make a successful DC 15 Constitution saving throw or Lose the Hand . Even on a success, the hand is useless until healed. You take 1 level of exhaustion.
6	The explosive attack shatters the bone and mangles the flesh turning your arm into a red ruin, inflicting 1 level of exhaustion. Your arm is broken and, until healed, it counts as having Lost an Arm . In addition, the horrendous nature of the wound means that you now suffer from Blood Loss .
7	In a violent hail of flesh, the arm is blown apart. You must immediately make a successful DC 15 Constitution saving throw or die from shock. On a success, you are stunned for 1 minute, take 1 level of exhaustion, and suffer Blood Loss . You now have Lost an Arm .
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. You are sent screaming to the ground, where you die in a pool of your own blood and organs.
9-10+	With a mighty bang the arm is blasted from your body, killing you instantly in a rain of blood droplets.

THUNDER DAMAGE CRITICAL TABLE - BODY

Damage

Type Critical Table

1	You are blown backwards 5 feet. You are prone when you land.
2	You are blown backwards 10 feet. You are prone when you land.
3	The explosion destroys whatever armor protected the body. If you wore none, you are blown backwards 15 feet. You are prone when you land.
4	The explosion sends you sprawling to the ground. You take 1 level of exhaustion, are stunned until the end of your next turn, and are prone.
5	Concussion from the explosion knocks you to the ground and tenderises your innards. You fall down stunned until the end of your next turn and take 1 level of exhaustion.
6	Chunks of your flesh are ripped free by the force of the attack leaving large, weeping wounds. You are stunned until the end of your next turn, take 1 level of exhaustion and are now suffering Blood Loss . You suffer an Internal Injury .
7	The explosive force of the attack ruptures your flesh and scrambles your nervous system, knocking you to the ground. You fall down, are stunned for 1 minute and take 1 level of exhaustion. In addition, you now suffer Blood Loss and suffer an Internal Injury and a Festering Wound .
8	Your chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing you instantly.
9	Pieces of your body fly in all directions as you are torn into bloody gobbets by the attack.
10+	As above, except anyone within 10 feet of the target is drenched in gore and must make a successful DC 15 Dexterity saving throw or have Wisdom (Perception) checks made at disadvantage until the end of their round as blood fouls their sight.

THUNDER DAMAGE CRITICAL TABLE - HEAD

Damage Type	Critical Table
1	The explosion leaves you confused. You lose your bonus action and reaction until the end of your next turn.
2	The flash and noise leaves you blind and deafened until the end of your next turn.
3	The detonation leaves your face a bloody ruin from scores of small cuts. You are stunned until the end of your next turn.
4	The force of the burst knocks you to the ground prone and you are stunned until the end of your next turn.
5	The explosion flays the flesh from your face and bursts your eardrums with its force. You are stunned for 1 minute and are permanently deafened. You take 1 level of exhaustion and lose your bonus action and reaction for 1 hour. Finally, you suffer a Horrible Scar .
6	Your head explodes under the force of the attack, leaving your headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing you.
8	In a series of unpleasant explosions your head and torso peel apart, leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make a successful DC 10 Dexterity saving throw or fall prone.
9	You cease to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except....
10+	As above, except such is the unspeakably appalling manner in which you were killed, that any of your allies who are within 5 feet of where you stood, must make a successful DC 15 Wisdom saving throw or become frightened until the end of their next turn.

THUNDER DAMAGE CRITICAL TABLE - LEG

Damage Type	Critical Table
1	A glancing blast sends you backwards 5 feet.
2	The force of the explosion takes your feet out from under you. You land prone.
3	The concussion cracks your leg, leaving you stunned until the end of your next turn and your speed is halved for 1 minute.
4	The explosion sends you spinning through the air. You travel 5 feet away from the explosion. You are prone and your speed is halved for 1 minute.
5	Explosive force removes part of your foot and scatters it over a wide area. You must make a successful DC 15 Constitution saving throw or permanently Lose the use of your Foot , inflicting 1 level of exhaustion. On a success, you take 1 level of exhaustion and you suffer a Limp .
6	The concussive force of the blast shatters your leg bones and splits apart your flesh, inflicting 1 level of exhaustion. The leg is broken and, until healed, you count as having Lost a Leg . In addition, the horrendous nature of the wound means that you now suffer from Blood Loss .
7	The explosion reduces your leg into a hunk of smoking meat. You must immediately make a successful DC 15 Constitution saving throw or die from shock. On a successful save, you are still stunned for 1 minute, take 1 level of exhaustion and suffer Blood Loss . You now have Lost a Leg .
8	The blast tears the leg from the body in a geyser of gore, sending you crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9-10+	The leg explodes in an eruption of blood, killing you immediately and sending tiny fragments of bone, clothing, and armor hurtling off in all directions. Anyone within 5 feet of you must make a DC 10 Dexterity saving throw takes 7 (2d6) bludgeoning damage to a random hit location on a failed save, or half as much damage on a successful one.

MONSTERS

Monster have been altered. First there is a table that shows new armor class, armor points, and hit points for each monster. After the table monsters that have their abilities changed are discussed.

Monster hit points are calculated by using the table below. First hit die always includes Constitution modifier.

MONSTER HIT POINTS

Monster Size	Hit Points per Hit Die
Tiny	1
Small	1½
Medium	2
Large	3
Huge	4
Gargantuan	5

MONSTER HIT LOCATIONS

Several monsters have different kinds of hit locations due to their form. In the monster table, the locations are given for a humanoid form but you can look at the body type of the monster and give it a hit location accordingly.

ABOMINATIONS

This hit location is for creatures with no definable form.

d20	Location
1-4	Appendage
5-12	Main Body (torso)
13-16	Mouth
17-20	Sensory Organ

BEASTS, EIGHT-LEGGED

This hit location table consists eight appendages, a body (or thorax), a head, and tail (or abdomen).

d20	Location
1-5	Tail (or Abdomen)
6-11	Body (or Thorax)
12	Head
13	Appendage (A)
14	Appendage (B)
15	Appendage (C)
16	Appendage (D)
17	Appendage (E)
18	Appendage (F)
19	Appendage (G)
20	Appendage (H)

BEASTS, FOUR-LEGGED

This hit location table consists of a head, torso, four legs (or appendages), and a tail.

d20	Location
1-2	Head
3-7	Tail
8-12	Torso
13-15	Leg (A)
15-16	Leg (B)
17-18	Leg (C)
19-20	Leg (D)

BEASTS, SIX-LEGGED

This hit location table consists of a head, torso (or thorax), six appendages, and a tail (or abdomen).

d20	Location
1-3	Tail (or Abdomen)
4-6	Body (or Thorax)
7-8	Head
9-10	Appendage (A)
11-12	Appendage (B)
13-14	Appendage (C)
15-16	Appendage (D)
17-18	Appendage (E)
19-20	Appendage (F)

BIPEDAL

This body profile consists of a head, torso, two appendages (usually legs), and a tail.

d20	Location
1-2	Head
3-6	Tail
7-14	Torso
15-18	Appendage (Left)
17-20	Appendage (Right)

DIBRACHIUM

This body profile consists of a head, main body (or torso), two appendages (pectoral fins or arms), and a tail.

d20	Location
1-2	Head
3-6	Tail
7-12	Torso
13-16	Appendage (Left)
17-20	Appendage (Right)

DRAGONIC

This body profile consists of a head, torso, two legs, two arms, two wings, and a tail.

d20	Location
1-2	Head
3-4	Arm (Left)
5-6	Arm (Right)
7-8	Wing (Left)
9-10	Wing (Right)
11-12	Tail
13-16	Torso
17-18	Leg (Left)
19-20	Leg (Right)

HUMANOID WITH AN ADDITIONAL BODY PART

This body profile consists of two arms, two legs, a head, a torso, and an additional body part (such as a tail, extra head, or appendage, a tentacle, etc.)

d20	Location
1-2	Head
3-5	Additional body part
6-12	Torso
13-14	Arm (Left)
15-16	Arm (Right)
17-18	Leg (Left)
19-20	Leg (Right)

SERPENTINE

This body profile consists of a head, torso, and a tail.

d20	Location
1-4	Head
5-11	Tail
12-20	Torso

MONSTER DESCRIPTIONS

DAMAGE RESISTANCE

If the monster has damage resistance, the damage is reduced if there are damage left after AP and Constitution modifier. For example, a deva takes 19 points of radiant damage. Its AP 3 and +4 Constitution modifier reduces this damage to 12 (19 - 7). The deva takes 6 points of radiant damage.

DAMAGE VULNERABILITY

If the monster is vulnerable to a certain type of damage, the damage is doubled after AP and Constitution modifier. For example, a skeleton takes 10 points of bludgeoning damage. Its AP 1 and +2 Constitution modifier reduces this damage to 7. The skeleton takes 14 points of bludgeoning damage.

MONSTERS IN *MONSTER MANUAL*

ANGEL, SOLAR

Slaying Longbow. If the target has 45 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

ANKHEG

The ankheg's abdomen has 1 AP.

BANSHEE

Wail (1/Day). On a failure, a creature drops to 0 hit points and is unconscious but not dying.

CAMBION

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

CLOAKER

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

DEATH KNIGHT

Parry. The death knight adds 6 to its parry reaction against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DEMILICH

Howl. On a failed save, the creature drops to 0 hit points, is unconscious, but not dying.

DEMON, MARILITH

Parry. The marilith adds 5 to its parry reaction against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

DEVIL, CHAIN

Animated Chains. Each animated chain is an object with AC 15, 5 armor points, 8 hit points, resistance to piercing damage, and immunity to psychic and thunder damage.

DEVIL, ERINYES

Parry. The erinyes adds 4 to its parry reaction against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

DEVIL, ICE

Wall of Ice. Each 10-foot section has AC 5, 0 APs, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

ELF, DROW ELITE WARRIOR

Parry. The drow adds 3 to its parry reaction against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

GITH, GITHZERAI MONK

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, it adds its Wisdom modifier to its dodge or parry reactions in addition to its Dexterity modifier.

GITH, GITHZERAI ZERTH

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, it adds its Wisdom modifier to its dodge or parry reactions in addition to its Dexterity modifier.

GOLEM, CLAY

Berserk. Whenever the golem starts its turn with 25 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.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its Dodge or Parry reactions, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

GOLEM, FLESH

Berserk. Whenever the golem starts its turn with 18 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 18 hit points or fewer, the golem might go berserk again.

HAG, SEA

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. The creature is unconscious but not dying.

HALF-DRAGON, HALF-RED DRAGON VETERAN

Parry. The veteran adds 3 to its parry reaction against one melee attack that would hit it. To do so, the veteran must see the attacker and be wielding a melee weapon.

HOBGOBLIN WARLORD

Parry. The hobgoblin adds 3 to its parry reaction against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HYDRA

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 12 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 5 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 dodge, parry, and opportunity attacks.

OGRE, ONI

Regeneration. The oni regains 5 hit points at the start of its turn if it isn't dead.

OOZE, BLACK PUDDING

Pseudopod. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 reduction to armor points it offers in the location the target was hit. The armor is destroyed from the hit location if the penalty reduces its armor points to 0.

OOZE, GRAY

Pseudopod. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 reduction to armor points it offers in the location the target was hit. The armor is destroyed from the hit location if the penalty reduces its armor points to 0.

REVENANT

Regeneration. The oni regains 5 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn dead and doesn't regenerate.

ROPER

Grasping Tendrils. Each tendril can be attacked (AC 15; 11 armor points; 4 hit points; immunity to poison and psychic damage).

RUST MONSTER

Antennae. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 reduction to armor points it offers in the location the target was hit. The armor is destroyed from the hit location if the penalty reduces its armor points to 0. A shield hit by the rust monster takes a cumulative -1 penalty to the shield's parry bonus. It is destroyed when this penalty drops the shield's parry bonus to +0.

SHIELD GUARDIAN

Regeneration. The shield guardian regains 5 hit points at the start of its turn if it isn't destroyed.

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

SLAAD, BLUE

Regeneration. The slaad regains 5 hit points at the start of its turn if it isn't dead.

SLAAD, DEATH

Regeneration. The slaad regains 5 hit points at the start of its turn if it isn't dead.

SLAAD, GRAY

Regeneration. The slaad regains 5 hit points at the start of its turn if it isn't dead.

SLAAD, GREEN

Regeneration. The slaad regains 5 hit points at the start of its turn if it isn't dead.

SLAAD, RED

Regeneration. The slaad regains 5 hit points at the start of its turn if it isn't dead.

TROLL

Regeneration. The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll's body is destroyed only if it starts its turn dead and doesn't regenerate.

Loathsome Limbs. A severed part has AC 15, 1 armor point, 5 hit points, and the troll's Regeneration trait.

VAMPIRE

Regeneration. The vampire regains 9 hit points at the start of its turn if it isn't dead and in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

VAMPIRE SPAWN

Regeneration. The vampire regains 5 hit points at the start of its turn if it isn't dead and in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

WILL-O'-WISP

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points or less and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

MISCELLANEOUS CREATURES IN MONSTER MANUAL

GIANT CENTIPEDE

Bite. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT SPIDER

Bite. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WASP

Sting. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WOLF SPIDER

Bite. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PHASE SPIDER

Bite. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

SWARM OF INSECTS

Swarm of Centipedes. If the poison damage reduces the target to 0 hit points or fewer, the target is unconscious and stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

NONPLAYER CHARACTERS IN MONSTER MANUAL

BANDIT CAPTAIN

Parry. The captain adds 2 to its parry reaction against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

GLADIATOR

Parry. The gladiator adds 3 to its parry reaction against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

KNIGHT

Parry. The knight adds 2 to its parry reaction against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

NOBLE

Parry. The noble adds 2 to its parry reaction against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

MONSTERS IN VOLO'S GUIDE TO MONSTERS

FLAIL SNAIL

Shell Defense. The flail snail withdraws into its shell, gaining 4 extra armor points until it emerges. It can emerge from its shell as a bonus action on its turn.

FROGHEMOTH

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to its parry and dodge reactions, and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

GIANT, FIRE GIANT DREADNOUGH

Dual Shields. The giant carries two shields. The giant must stow or drop one of its shields to hurl rocks.

GIANT, FROST GIANT EVERLASTING ONE

Regeneration. The giant regains 5 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of the giant's next turn. The giant's body is destroyed only if it starts its turn dead and doesn't regenerate.

HOBGOBLIN IRON SHADOW

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, it adds its Wisdom modifier to its dodge or parry reactions in addition to its Dexterity modifier.

KOBOLD INVENTOR

Weapon Invention.

7. *Skunk in a Cage.* The skunk has a walking speed of 20 feet, AC 19, 1 hit point, and no effective attacks.

KORRED

Command Hair. The hair has AC 19, 5 armor points and 9 hit points.

SPAWN OF KYUSS

Regeneration. The spawn of Kyuss regains 5 hit points at the start of its turn if it isn't dead and in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the vampire's next turn. The spawn is destroyed only if it starts its turn dead and doesn't regenerate.

VEGEPYGMY

Regeneration. The vegepygmy regains 1 hit point at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn dead and doesn't regenerate.

VEGEPYGMY CHIEF

Regeneration. The vegepygmy regains 2 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn dead and doesn't regenerate.

VEGEPYGMY, THORNY

Regeneration. The vegepygmy regains 2 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn dead and doesn't regenerate.

WOOD WOAD

Regeneration. The wood woad regains 5 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn dead and doesn't regenerate.

XVART WARLOCK OF RAXIVORT

Raxivort's Blessing. When the xvart reduces an enemy to 0 hit points, the xvart gains 2 temporary hit points.

YUANT-TI MIND WHISPERER

Sseth's Blessing. When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 4 temporary hit points.

NONPLAYER CHARACTERS IN *VOLO'S GUIDE TO MONSTERS*

ABJURER

Arcane Ward. The abjurer has a magical ward that has 15 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to the level of the spell.

MARTIAL ARTS ADEPT

Unarmored Defense. While the adept is wearing no armor and wielding no shield, it adds its Wisdom modifier to its dodge or parry reactions in addition to its Dexterity modifier.

SWASHBUCKLER

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, it adds its Charisma modifier to its dodge reaction.

WARLORD

Survivor. The warlord regains 5 hit points at the start of its turn if it has at least 1 hit points but is not lightly injured.

MONSTERS IN *MONSTER MANUAL*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Aarakocra	15	0	0	0	0	8
Aboleth	13	8	8	8	8	56
Angel, Deva	15	3	3	3	3	36
Angel, Planetar	15	4	4	4	4	55
Angel, Solar	15	5	5	5	5	62
Animate Object, Animated Armor	15	8	8	8	8	13
Animate Object, Flying Sword	17	5	5	5	5	7
Animate Object, Rug of Smothering	13	0	0	0	0	18
Ankheg	13	4	4	4	4	19
Azer	15	5	5	5	5	14
Banshee	15	0	0	0	0	26
Basilisk	15	6	6	6	6	18
Behir	11	4	4	4	4	68
Beholder	13	6	6	6	6	61
Beholder, Death Tyrant	13	7	7	7	7	77
Beholder, Spectator	15	2	2	2	2	14
Blight, Needle Blight	15	1	1	1	1	5
Blight, Twig Blight	17	2	2	2	2	2
Blight, Vine Blight	15	3	3	3	3	10
Bugbear	15	0	2	2	2	11
Bugbear Chief	15	0	6	0	0	22
Bulette	13	7	7	7	7	32
Bullywug	15	0	2	2	2	5
Cambion	18	0	4	4	4	25
Carrion Crawler	13	2	2	2	2	21
Centaur	13	0	0	0	0	20
Chimera	13	4	4	4	4	37
Chuul	13	6	6	6	6	36
Cloaker	13	2	2	2	2	37
Cockatrice	17	0	0	0	0	10
Couatl	15	4	4	4	4	29
Crawling Claw	19	0	0	0	0	1
Cyclops	11	4	4	4	4	53
Darkmantle	17	0	0	0	0	8
Death Knight	15	8	8	8	8	43
Demilich	19	5	5	5	5	20
Demon, Balor	11	7	7	7	7	90
Demon, Barlgura	13	3	3	3	3	27
Demon, Chasme	13	3	3	3	3	40
Denon, Dretch	17	1	1	1	1	7
Demon, Glabrezu	13	5	5	5	5	50
Demon, Goristro	11	9	9	9	9	99
Demon, Hezrou	13	3	3	3	3	44

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Demon, Manes	17	0	0	0	0	4
Demon, Marilith	13	3	3	3	3	59
Demon, Nalfeshnee	13	8	8	8	8	54
Demon, Quasit	19	0	0	0	0	3
Demon, Shadow Demon	15	0	0	0	0	25
Demon, Vrock	13	3	3	3	3	37
Demon, Yochlol	15	3	3	3	3	37
Devil, Barbed Devil	15	2	2	2	2	27
Devil, Bearded Devil	15	1	1	1	1	18
Devil, Bone Devil	13	6	6	6	6	49
Devil, Chain Devil	15	4	4	4	4	24
Devil, Erinyes	15	8	8	8	8	42
Devil, Horned Devil	13	5	5	5	5	56
Devil, Ice Devil	13	6	6	6	6	61
Devil, Imp	19	0	0	0	0	4
Devil, Lemure	15	0	0	0	0	6
Devil, Pit Fiend	13	7	7	7	7	91
Devil, Spined Devil	17	1	1	1	1	8
Dinosaur, Allosaurus	13	2	2	2	2	21
Dinosaur, Ankylosaurus	11	5	5	5	5	34
Dinosaur, Plesiosaurus	13	1	1	1	1	27
Dinosaur, Pteranodon	15	1	1	1	1	6
Dinosaur, Triceratops	11	4	4	4	4	43
Dinosaur, Tyrannosaurus Rex	11	3	3	3	3	56
Displacer Beast	13	1	1	1	1	33
Doppelganger	15	0	0	0	0	18
Dracolich, Adult Blue Dracolich	11	9	9	9	9	78
Dragon, Shadow, Young Red	13	8	8	8	8	56
Dragon, Black, Ancient	9	10	10	10	10	112
Dragon, Black, Adult	11	7	7	7	7	73
Dragon, Black, Young	13	6	6	6	6	48
Dragon, Black, Wyrmling	15	5	5	5	5	13
Dragon, Blue, Ancient	9	12	12	12	12	138
Dragon, Blue, Adult	11	9	9	9	9	78
Dragon, Blue, Young	13	8	8	8	8	52
Dragon, Blue, Wyrmling	15	7	7	7	7	18
Dragon, Green, Ancient	9	10	10	10	10	117
Dragon, Green, Adult	11	8	8	8	8	77
Dragon, Green, Young	13	7	7	7	7	51
Dragon, Green, Wyrmling	15	6	6	6	6	15
Dragon, Red, Ancient	9	12	12	12	12	149
Dragon, Red, Adult	11	9	9	9	9	83
Dragon, Red, Young	13	8	8	8	8	56
Dragon, Red, Wyrmling	15	7	7	7	7	23

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Dragon, White, Ancient	9	10	10	10	10	98
Dragon, White, Adult	11	8	8	8	8	70
Dragon, White, Young	13	7	7	7	7	46
Dragon, White, Wyrmling	15	6	6	6	6	12
Dragon, Brass, Ancient	9	10	10	10	10	92
Dragon, Brass, Adult	11	8	8	8	8	65
Dragon, Brass, Young	13	7	7	7	7	42
Dragon, Brass, Wyrmling	15	6	6	6	6	7
Dragon, Bronze, Ancient	9	12	12	12	12	128
Dragon, Bronze, Adult	11	9	9	9	9	76
Dragon, Bronze, Young	13	8	8	8	8	49
Dragon, Bronze, Wyrmling	15	7	7	7	7	12
Dragon, Copper, Ancient	9	10	10	10	10	107
Dragon, Copper, Adult	11	7	7	7	7	69
Dragon, Copper, Young	13	6	6	6	6	45
Dragon, Copper, Wyrmling	15	5	5	5	5	9
Dragon, Gold, Ancient	9	10	10	10	10	149
Dragon, Gold, Adult	11	7	7	7	7	83
Dragon, Gold, Young	13	6	6	6	6	56
Dragon, Gold, Wyrmling	15	5	5	5	5	19
Dragon, Silver, Ancient	9	12	12	12	12	134
Dragon, Silver, Adult	11	9	9	9	9	79
Dragon, Silver, Young	13	8	8	8	8	53
Dragon, Silver, Wyrmling	15	7	7	7	7	15
Dragon Turtle	9	10	10	10	10	115
Drider	13	6	6	6	6	43
Dryad	15	0 (6)	0 (6)	0 (6)	0 (6)	10
Duergar	15	0	4	4	4	10
Elemental, Air	13	0	0	0	0	38
Elemental, Earth	13	8	8	8	8	41
Elemental, Fire	13	0	0	0	0	39
Elemental, Water	13	2	2	2	2	40
Elf: Drow	15	0	6	0	0	6
Elf: Drow Elite Warrior	15	0	2	2	2	24
Elf: Drow Mage	15	0 (3)	0 (3)	0 (3)	0 (3)	20
Elf: Drow Priestess of Lolth	15	0	4	4	4	27
Empyrean	11	7	7	7	7	86
Ettercap	15	1	1	1	1	17
Ettin	13	3	3	3	3	33
Faerie Dragon	19	0	0	0	0	5
Flameskull	19	0	0	0	0	11
Flumph	17	0	0	0	0	3
Fomorian	11	4	4	4	4	57
Fungi, Gas Spore	3	0	0	0	0	1

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Fungi, Shrieker	5	0	0	0	0	6
Fungi, Violet Fungus	5	0	0	0	0	8
Galeb Duhr	15	4	4	4	4	23
Gargoyle	15	5	5	5	5	17
Genie, Dao	13	7	7	7	7	52
Genie, Djinni	13	5	5	5	5	48
Genie, Efreeti	13	6	6	6	6	55
Genie, Marid	13	6	6	6	6	59
Ghost	15	0	0	0	0	20
Ghoul	15	0	0	0	0	10
Ghoul, Ghast	15	0	0	0	0	16
Giant, Cloud	11	4	4	4	4	70
Giant, Fire	11	8	8	8	8	58
Giant, Frost	11	6	6	6	6	53
Giant, Hill	11	4	4	4	4	44
Giant, Stone	11	5	5	5	5	49
Giant, Storm	11	0	4	4	4	85
Gibbering Mouther	15	0	0	0	0	21
Gith, Githyanki Warrior	15	0	8	8	2	19
Gith, Githyanki Knight	15	8	8	8	8	30
Gith, Githzerai Monk	15	0	0	0	0	15
Gith, Githzerai Zerth	15	0	0	0	0	28
Gnoll	15	0	2	2	2	10
Gnoll Fang of Yeenoghu	15	0	2	2	2	22
Gnoll Pack Lord	15	0	6	0	0	19
Gnome, Deep (Svirfneblin)	17	0	6	0	0	6
Goblin	17	0	1	1	1	3
Goblin Boss	17	0	6	0	0	9
Golem, Clay	13	5	5	5	5	60
Golem, Flesh	15	0	0	0	0	26
Golem, Iron	13	11	11	11	11	65
Golem, Stone	13	8	8	8	8	56
Gorgon	13	9	9	9	9	40
Grell	15	0	0	0	0	21
Grell, Grick	15	2	2	2	2	12
Grell, Grick Alpha	13	5	5	5	5	32
Griffon	13	0	0	0	0	24
Grimlock	15	0	0	0	0	5
Hag, Green	15	6	6	6	6	25
Hag, Night	15	5	5	5	5	33
Hag, Sea	15	3	3	3	3	17
Half-Dragon, Half-Red Dragon Veteran	15	8	8	8	8	22
Harpy	15	0	0	0	0	15
Hell Hound	15	4	4	4	4	19

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Helmed Horror	15	8	8	8	8	27
Hippogriff	13	0	0	0	0	10
Hobgoblin	15	0	6	6	6	5
Hobgoblin Captain	15	0	8	8	2	14
Hobgoblin Warlord	15	8	8	8	8	29
Homunculus	19	1	1	1	1	2
Hook Horror	13	5	5	5	5	32
Hydra	11	4	4	4	4	65
Intellect Devourer	19	0	0	0	0	7
Invisible Stalker	15	0	0	0	0	34
Jackalwere	15	0	0	0	0	8
Kenku	15	0	0	0	0	6
Kobold	17	0	0	0	0	2
Kobold, Winged	17	0	0	0	0	3
Kraken	9	8	8	8	8	142
Kuo-toa	15	1	1	1	1	8
Kuo-toa Archpriest	15	1	1	1	1	29
Kuo-toa Whip	15	1	1	1	1	22
Lamia	13	2	2	2	2	41
Lich	15	4	4	4	4	39
Lizardfolk	15	3	3	3	3	9
Lizardfolk King/Queen	15	4	4	4	4	26
Lizardfolk Shaman	15	3	3	3	3	11
Lycanthrope, Werebear	15	0 (1)	0 (1)	0 (1)	0 (1)	39
Lycanthrope, Wereboar	15	0 (1)	0 (1)	0 (1)	0 (1)	26
Lycanthrope, Wererat	15	0	0	0	0	13
Lycanthrope, Weretiger	15	0	0	0	0	35
Lycanthrope, Werewolf	15	0 (1)	0 (1)	0 (1)	0 (1)	20
Magmin	17	2	2	2	2	4
Manticore	13	1	1	1	1	27
Medusa	15	3	3	3	3	37
Mephit, Dust	17	0	0	0	0	7
Mephit, Ice	17	0	0	0	0	9
Mephit, Smoke	17	0	0	0	0	8
Mephit, Steam	17	0	0	0	0	9
Merfolk	15	0	0	0	0	5
Marrow	13	3	3	3	3	20
Mimic	15	1	1	1	1	20
Mind Flayer	15	0	8	0	0	27
Minotaur	13	4	4	4	4	30
Modron, Duodrone	15	4	4	4	4	5
Modron, Monodrone	15	4	4	4	4	3
Modron, Pentadrone	13	4	4	4	4	16
Modron, Quadrone	15	4	4	4	4	9

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Modron, Tridrone	15	4	4	4	4	7
Mummy	15	2	2	2	2	20
Mummy Lord	15	7	7	7	7	29
Myconid, Myconid Adult	15	2	2	2	2	9
Myconid, Myconid Sovereign	13	3	3	3	3	26
Myconid, Myconid Sprout	17	0	0	0	0	3
Myconid, Quaggoth Spore Servant	15	2	2	2	2	15
Naga, Bone	13	2	2	2	2	28
Naga, Guardian	13	4	4	4	4	48
Naga, Spirit	13	2	2	2	2	32
Nightmare	13	1	1	1	1	27
Nothic	15	2	2	2	2	15
Ogre	13	0	2	2	2	24
Ogre, Half-Ogre	13	0	2	2	2	14
Ogre, Oni	13	0	6	6	6	42
Ooze, Black Pudding	13	0	0	0	0	33
Ooze, Gelatinous Cube	13	0	0	0	0	29
Ooze, Gray	15	0	0	0	0	9
Ooze, Ochre Jelly	13	0	0	0	0	20
Orc	15	0	2	2	2	7
Orc Eye of Groomsh	15	0	4	4	4	15
Orc, Orog	15	8	8	8	8	14
Orc War Chief	15	0	6	6	6	26
Otyugh	13	4	4	4	4	40
Owlbear	13	2	2	2	2	24
Pegasus	13	0	0	0	0	24
Peryton	15	2	2	2	2	13
Piercer	15	4	4	4	4	9
Pixie	19	0	0	0	0	1
Pseudodragon	19	1	1	1	1	3
Purple Worm	9	10	10	10	10	81
Quaggoth	15	2	2	2	2	15
Rakshasa	15	3	3	3	3	30
Remorhaz	11	6	6	6	6	73
Remorhaz, Young	13	3	3	3	3	36
Revenant	15	0	1	1	1	36
Roc	9	5	5	5	5	85
Roper	13	11	11	11	11	36
Rust Monster	15	3	3	3	3	11
Sahuagin	15	2	2	2	2	9
Sahuagin Baron	13	2	8	2	2	30
Sahuagin Priestess	15	2	2	2	2	13
Salamander	13	3	3	3	3	38
Salamander, Fire Drake	15	2	2	2	2	10

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Satyr	15	0	1	1	1	14
Scarecrow	15	0	0	0	0	16
Shadow	15	0	0	0	0	7
Shambling Mound	13	6	6	6	6	51
Shield Guardian	13	8	8	8	8	49
Skeleton	15	1	1	1	1	6
Skeleton, Minotaur	13	2	2	2	2	29
Skeleton, Warhorse	13	2	2	2	2	11
Slaad, Blue	13	3	3	3	3	43
Slaad, Death	15	6	6	6	6	44
Slaad, Gray	15	5	5	5	5	37
Slaad, Green	13	4	4	4	4	48
Slaad, Red	13	3	3	3	3	36
Slaad, Tadpole	19	0	0	0	0	4
Specter	15	0	0	0	0	10
Sphinx, Androsphinx	13	7	7	7	7	62
Sphinx, Gynosphinx	13	5	5	5	5	51
Sprite	19	0	1	1	1	1
Stirge	19	1	1	1	1	1
Succubus/Incubus	15	2	2	2	2	25
Tarrasque	9	15	15	15	15	175
Thri-kreen	15	3	3	3	3	13
Treant	11	7	7	7	7	53
Troglodyte	15	1	1	1	1	6
Troll	13	4	4	4	4	29
Umber Hulk	13	7	7	7	7	36
Unicorn	13	0	0	0	0	29
Vampire	15	2	2	2	2	38
Vampire Spawn	15	2	2	2	2	25
Water Weird	13	0	0	0	0	28
Wight	15	0	2	2	2	15
Will-o'-Wisp	19	0	0	0	0	9
Wraith	15	0	0	0	0	21
Wyvern	13	3	3	3	3	42
Xorn	15	9	9	9	9	20
Yeti	13	1	1	1	1	21
Yeti, Abominable	11	5	5	5	5	50
Yuan-ti Abomination	13	2	2	2	2	48
Yuan-ti Malison	15	0	0	0	0	25
Yuan-ti Pureblood	15	0	0	0	0	18
Yugoloth, Arcanath	15	6	6	6	6	34
Yugoloth, Mezzoloth	15	8	8	8	8	23
Yugoloth, Nycaloth	13	8	8	8	8	43
Yugoloth, Ultroloth	15	6	6	6	6	40

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Zombie	15	0	0	0	0	9
Zombie, Beholder	13	6	6	6	6	36
Zombie, Ogre	13	0	0	0	0	31

MISCELLANEOUS CREATURES IN *MONSTER MANUAL*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Ape	15	0	0	0	0	8
Awakened Shrub	17	0	0	0	0	4
Awakened Tree	11	5	5	5	5	30
Axe Beak	13	0	0	0	0	10
Baboon	17	0	0	0	0	1
Badger	19	0	0	0	0	2
Bat	19	0	0	0	0	1
Black Bear	15	1	1	1	1	8
Blink Dog	15	0	0	0	0	9
Blood Hawk	17	0	0	0	0	3
Boar	15	1	1	1	1	5
Brown Bear	13	1	1	1	1	15
Camel	13	0	0	0	0	8
Cat	19	0	0	0	0	1
Constrictor Snake	13	0	0	0	0	7
Crab	19	1	1	1	1	1
Crocodile	13	2	2	2	2	10
Death Dog	15	0	0	0	0	14
Deer	15	0	0	0	0	2
Dire Wolf	13	2	2	2	2	17
Draft Horse	13	0	0	0	0	10
Eagle	17	0	0	0	0	2
Elephant	11	3	3	3	3	35
Elk	13	0	0	0	0	7
Flying Snake	19	0	0	0	0	2
Frog	19	0	0	0	0	1
Giant Ape	11	0	0	0	0	64
Giant Badger	15	0	0	0	0	6
Giant Bat	13	0	0	0	0	12
Giant Boar	13	2	2	2	2	18
Giant Centipede	17	1	1	1	1	3
Giant Constrictor Snake	11	0	0	0	0	33
Giant Crab	15	3	3	3	3	6
Giant Crocodile	11	5	5	5	5	39
Giant Eagle	13	0	0	0	0	13
Giant Elk	11	1	1	1	1	22
Giant Fire Beetle	17	3	3	3	3	3
Giant Frog	15	0	0	0	0	8
Giant Goat	13	1	1	1	1	10

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Giant Hyena	13	0	0	0	0	20
Giant Lizard	13	1	1	1	1	10
Giant Octopus	13	0	0	0	0	25
Giant Owl	13	0	0	0	0	10
Giant Poisonous Snake	15	0	0	0	0	5
Giant Rat	17	0	0	0	0	4
Giant Scorpion	13	4	4	4	4	23
Giant Sea Horse	13	1	1	1	1	9
Giant Shark	11	3	3	3	3	49
Giant Spider	13	1	1	1	1	13
Giant Toad	13	0	0	0	0	19
Giant Vulture	13	0	0	0	0	11
Giant Wasp	15	0	0	0	0	6
Giant Weasel	15	0	0	0	0	4
Giant Wolf Spider	15	0	0	0	0	5
Goat	15	0	0	0	0	2
Hawk	19	0	0	0	0	1
Hunter Shark	13	1	1	1	1	20
Hyena	15	0	0	0	0	3
Jackal	17	0	0	0	0	2
Killer Whale	11	2	2	2	2	49
Lion	13	0	0	0	0	13
Lizard	19	0	0	0	0	1
Mammoth	11	4	4	4	4	49
Mastiff	15	0	0	0	0	3
Mule	15	0	0	0	0	5
Octopus	17	0	0	0	0	2
Owl	19	0	0	0	0	1
Panther	15	0	0	0	0	6
Phase Spider	13	1	1	1	1	16
Poisonous Snake	19	0	0	0	0	1
Polar Bear	13	2	2	2	2	18
Pony	15	0	0	0	0	4
Quipper	19	0	0	0	0	1
Rat	19	0	0	0	0	1
Raven	19	0	0	0	0	1
Reef Shark	15	1	1	1	1	9
Rhinoceros	13	2	2	2	2	20
Riding Horse	13	0	0	0	0	7
Saber-Toothed Tiger	13	0	0	0	0	23
Scorpion	19	1	1	1	1	1
Sea Horse	19	0	0	0	0	1
Spider	19	0	0	0	0	1
Swarm of Bats	15	0	0	0	0	10

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Swarm of Insects	15	1	1	1	1	10
Swarm of Poisonous Snakes	15	0	0	0	0	16
Swarm of Quippers	15	0	0	0	0	15
Swarm of Rats	15	0	0	0	0	13
Swarm of Ravens	15	0	0	0	0	13
Tiger	13	0	0	0	0	17
Vulture	15	0	0	0	0	3
Warhorse	13	0	0	0	0	10
Weasel	19	0	0	0	0	1
Winter Wolf	13	2	2	2	2	32
Wolf	15	1	1	1	1	5
Worg	13	2	2	2	2	13

NONPLAYER CHARACTERS IN *MONSTER MANUAL*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Acolyte	15	0	0	0	0	4
Archmage	15	0 (3)	0 (3)	0 (3)	0 (3)	37
Assassin	15	0	2	2	2	26
Bandit	15	0	1	1	1	5
Bandit Captain	15	0	2	2	2	22
Berserker	15	0	2	2	2	21
Commoner	15	0	0	0	0	2
Cultist	15	0	1	1	1	4
Cult Fanatic	15	0	1	1	1	13
Druid	15	0 (6)	0 (6)	0 (6)	0 (6)	11
Gladiator	15	0	2	2	2	33
Guard	15	0	6	0	0	5
Knight	15	8	8	8	8	18
Mage	15	0 (3)	0 (3)	0 (3)	0 (3)	18
Noble	15	0	8	0	0	4
Priest	15	0	6	0	0	11
Scout	15	0	1	1	1	7
Spy	15	0	0	0	0	12
Thug	15	0	1	1	1	12
Tribal Warrior	15	0	2	2	2	5
Veteran	15	0	7	7	7	20

MONSTERS IN *VOLO'S GUIDE TO MONSTERS*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Banderhobb	13	4	4	4	4	29
Barghest	13	5	5	5	5	38
Beholder, Death Kiss	13	4	4	4	4	55
Beholder, Gauth	15	3	3	3	3	21
Beholder, Gazer	19	0	0	0	0	5
Bodak	15	2	2	2	2	20

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Boggle	17	0	0	0	0	7
Catoblepas	13	3	3	3	3	29
Cave Fisher	15	5	5	5	5	20
Chitine	17	0	2	2	2	7
Choldrith	15	0	2	2	2	25
Cranium Rat	19	0	0	0	0	1
Cranium Rat, Swarm of	15	0	0	0	0	16
Darkling	17	0	1	1	1	5
Darkling Elder	15	0	2	2	2	11
Deep Scion	15	0	0	0	0	21
Demon, Babau	15	3	3	3	3	25
Demon, Maw	15	4	4	4	4	13
Demon, Shoosuva	13	3	3	3	3	42
Devourer	13	5	5	5	5	56
Dinosaur, Brontosaurus	9	6	6	6	6	48
Dinosaur, Deinonychus	15	1	1	1	1	10
Dinosaur, Dimetrodon	15	2	2	2	2	8
Dinosaur, Hadrosaurus	13	1	1	1	1	10
Dinosaur, Quetzalcoatlus	11	2	2	2	2	17
Dinosaur, Stegosaurus	11	4	4	4	4	35
Dinosaur, Velociraptor	19	1	1	1	1	4
Draegloth	13	3	3	3	3	43
Firenewt, Giant Strider	13	3	3	3	3	11
Firenewt Warlock of Imix	15	0 (3)	0 (3)	0 (3)	0 (3)	13
Firenewt Warrior	15	0	6	0	0	9
Flail Snail	13	9	9	9	9	20
Froghemoth	11	3	3	3	3	69
Giant, Cloud Giant Smiling One	11	4	4	4	4	90
Giant, Fire Giant Dreadnought	11	8	8	8	8	66
Giant, Frost Giant Everlasting One	11	6	6	6	6	63
Giant, Mouth of Grolantor	11	4	4	4	4	44
Giant, Stone Giant Dreamwalker	11	6	6	6	6	61
Giant, Storm Giant Quintessent	11	0	0	0	0	85
Girallon	13	0	0	0	0	24
Gnoll, Flind	15	0	6	6	6	34
Gnoll Flesh Gnawer	15	0	2	2	2	9
Gnoll Hunter	15	0	1	1	1	9
Gnoll Witherling	15	3	3	3	3	5
Grung	17	0	0	0	0	5
Grung Elite Warrior	17	0	0	0	0	15
Grung Wildling	17	0 (6)	0 (6)	0 (6)	0 (6)	9
Guard Drake	15	4	4	4	4	17
Hag, Annis	13	6	6	6	6	32
Hag, Bheur	15	4	4	4	4	30

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Hobgoblin Devastator	15	0	2	2	2	16
Hobgoblin Iron Shadow	15 (17)	0	0	0	0	12
Ki-rin	11	7	7	7	7	67
Kobold Dragonshield	17	0	1	1	1	14
Kobold Inventor	17	0	0	0	0	5
Kobold Scale Sorcerer	17	3	3	3	3	9
Korred	17	5	5	5	5	23
Leucrotta	13	2	2	2	2	29
Meenlock	17	3	3	3	3	11
Mind Flayer, Alhoon	15	4	4	4	4	35
Mind Flayer, Elder Brain	13	0	0	0	0	65
Mind Flayer, Ulitharid	13	0	8	0	0	53
Mindwitness	13	3	3	3	3	32
Morkoth	15	5	5	5	5	42
Neogi	17	2	2	2	2	11
Neogi Hatchling	19	0	0	0	0	3
Neogi Master	17	2	2	2	2	21
Neothelid	9	8	8	8	8	110
Nilbog	17	0	1	1	1	3
Orc Blade of Ilneval	15	0	6	6	6	19
Orc Claw of Luthic	15	0	2	2	2	15
Orc Hand of Yurtrus	15	0	2	2	2	11
Orc Nurtured One of Yurtrus	15	0	0	0	0	11
Orc Red Fang of Shargaas	15	0	2	2	2	18
Orc, Tanarukk	15	3	3	3	3	25
Quickling	19	0	0	0	0	4
Redcap	17	2	2	2	2	13
Sea Spawn	15	2	2	2	2	12
Shadow Mastiff	15	0	0	0	0	13
Slithering Tracker	15	0	0	0	0	12
Spawn of Kyuss	15	0	0	0	0	22
Tlincalli	13	4	4	4	4	33
Trapper	13	3	3	3	3	33
Vargouille	19	0	0	0	0	5
Vegepygmy	17	1	1	1	1	4
Vegepygmy Chief	17	2	2	2	2	11
Vegepygmy, Thorny	15	3	3	3	3	11
Wood Woad	15	5	5	5	5	23
Xvart	17	0	1	1	1	3
Xvart Warlock of Raxivort	17	0 (3)	0 (3)	0 (3)	0 (3)	8
Yeth Hound	13	1	1	1	1	21
Yuan-ti Anathema	11	5	5	5	5	76
Yuan-ti Broodguard	15	2	2	2	2	16
Yuan-ti Mind Whisperer	15	2	2	2	2	27

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Yuan-ti Nightmare Speaker	15	2	2	2	2	27
Yuan-ti Pit Master	15	2	2	2	2	33

ASSORTED BEASTS IN *VOLO'S GUIDE TO MONSTERS*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Auroch	13	1	1	1	1	16
Cow	13	0	0	0	0	8
Dolphin	15	1	1	1	1	5
Swarm of Rot Grubs	15	0	0	0	0	10

NONPLAYER CHARACTERS IN *VOLO'S GUIDE TO MONSTERS*

Monster	Armor Class	Head AP	Body AP	Arms AP	Legs AP	Hit Points
Abjurer	15	0 (3)	0 (3)	0 (3)	0 (3)	28
Apprentice Wizard	15	0	0	0	0	4
Archdruid	15	0	2	2	2	49
Archer	15	0	2	2	2	23
Bard	15	0	6	0	0	17
Blackguard	15	8	8	8	8	40
Champion	15	8	8	8	8	46
Conjurer	15	0 (3)	0 (3)	0 (3)	0 (3)	18
Diviner	15	0 (3)	0 (3)	0 (3)	0 (3)	30
Enchanter	15	0 (3)	0 (3)	0 (3)	0 (3)	18
Evoker	15	0 (3)	0 (3)	0 (3)	0 (3)	25
Illusionist	15	0 (3)	0 (3)	0 (3)	0 (3)	15
Kraken Priest	15	0	0	0	0	23
Martial Arts Adept	15 (18)	0	0	0	0	23
Master Thief	15	0	2	2	2	28
Necromancer	15	0 (3)	0 (3)	0 (3)	0 (3)	25
Swashbuckler	15	0	1	1	1	25
Transmuter	15	0 (3)	0 (3)	0 (3)	0 (3)	18
War Priest	15	8	8	8	8	38
Warlock of the Archfey	15	0 (3)	0 (3)	0 (3)	0 (3)	22
Warlock of the Fiend	15	0 (3)	0 (3)	0 (3)	0 (3)	26
Warlock of the Great Old One	15	0 (3)	0 (3)	0 (3)	0 (3)	30
Warlord	15	8	8	8	8	58