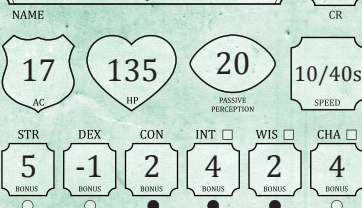


Aboleth, L

10



SKILLS / TRAITS

Darkvision 120', History +12, Perception +10
Amphibious: Breathe air & water
Mucous Cloud: If touch/hit, DC 14 Con save or can only breathe water, lasts 1d4 hours
Probing Telepathy: Learn greatest desires if telepathic communication

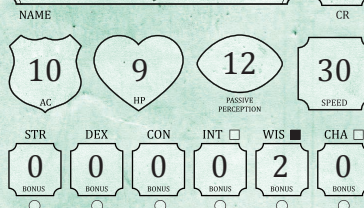
4

ACTIONS

Multitack: 3 tentacle
Tentacle: 10', +9, 2d6+5b, DC 14 Con save or 1 min later can only regain HP underwater*
Tail: 10', +9, 3d6+5b
Enslave (3/day): DC 14 Wis save or charmed & under aboleth's control, save again if damaged

Acolyte, M

1/4



SKILLS / TRAITS

Medicine +4, Religion +2

Spellcasting: 1st lvl, DC 12, +4, at will: *light, sacred flame, thaumaturgy*, 1st (3): *bless, cure wounds, sanctuary*

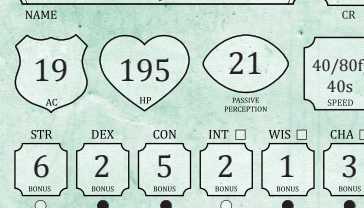
2

ACTIONS

Club: +2, 1d4b

Adult Black Dragon, H

14



SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +11, Stealth +7, immune: acid

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

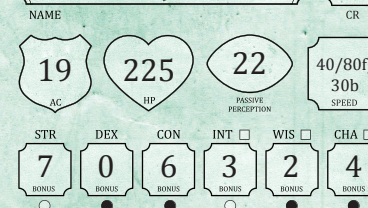
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ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p & 1d8 acid
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Acid Breath (5-6): 60'x5' line, DC 18 Dex save, 12d8 acid, save half

Adult Blue Dragon, H

16



SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +12, Stealth +5, immune: lightning

Legendary Resistance (3/day): Pass a failed save

5

ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +12, 2d10+7p & 1d10 lightning
Claw: +12, 2d6+7s
Tail: 15', +12, 2d8+7b
Frightful Presence: 120' DC 17 Wis save or fright 1min/untill save
Lightning Breath (5-6): 90'x5' line, DC 19 Dex save, 12d10 lightning, save half

Adult Brass Dragon, H

13



SKILLS / TRAITS

Darkvision 120', blindsight 60', History +7, Perception +11, Persuasion +8, Stealth +5', immune: fire

Legendary Resistance (3/day): Pass a failed save

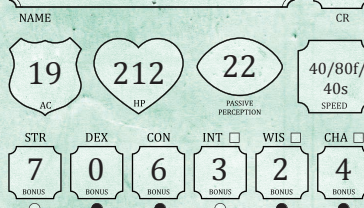
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ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Fire Breath (5-6): 60'x5' line, DC 18 Dex save, 13d6 fire, save half

Adult Bronze Dragon, H

15



SKILLS / TRAITS

Darkvision 120', blindsight 60', Insight +7, Perception +12, Stealth +5, immune: lightning,

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

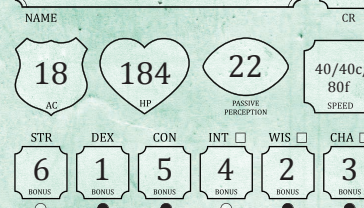
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ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +12, 2d10+7p
Claw: +12, 2d6+7s
Tail: 15', +12, 2d8+7b
Frightful Presence: 120' DC 17 Wis save or fright 1min/untill save
Lightning Breath (5-6): 90'x5' line, DC 19 Dex save, 12d10 lightning, save half
Repulsion Breath (5-6): 30' cone, DC 19 Str save or 60' push
Change Shape: Polymorph human/beast CR no higher than own

Adult Copper Dragon, H

14



SKILLS / TRAITS

Darkvision 120', blindsight 60', Deception +8, Perception +12, Stealth +6, immune: acid

Legendary Resistance (3/day): Pass a failed save

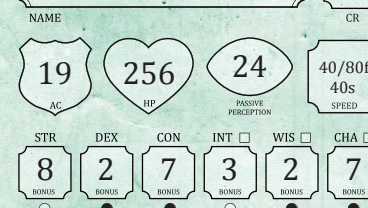
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ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Acid Breath (5-6): 60'x5' line, DC 18 Dex save, 12d8 acid, save half
Slowing Breath (5-6): 60' cone, DC 18 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save

Adult Gold Dragon, H

17



SKILLS / TRAITS

Darkvision 120', blindsight 60', Insight +8, Perception +14, Persuasion +13, Stealth +8, immune: fire

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

6

ACTIONS

Multitack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +14, 2d10+8p
Claw: +14, 2d6+8s
Tail: 15', +14, 2d8+8b
Frightful Presence: 120' DC 21 Wis save or fright 1min/untill save
Fire Breath (5-6): 60' cone, DC 21 Dex save, 12d10 fire, save half
Weakening Breath (5-6): 60' cone, DC 21 Str save or disad Str checks, saves, & attack rolls 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Adult Green Dragon, H**15**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6, immune: poison
Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p & 2d6 poison
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Poison Breath (5-6): 60' cone, DC 18 Con save, **16d6** poison, save half

Adult Red Dragon, H**17**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +13, Stealth +6, immune: fire
Legendary Resistance (3/day): Pass a failed save

6
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +14, 2d10+8p & 2d6 fire
Claw: +14, 2d6+8s
Tail: 15', +14, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Fire Breath (5-6): 60' cone, DC 21 Dex save, **18d6** fire, save half

Adult Silver Dragon, H**16**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Arcana +8, History +8, Perception +11, Stealth +5, immune: cold
Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +13, 2d10+8p
Claw: +13, 2d6+8s
Tail: 15', +13, 2d8+8b
Frightful Presence: 120' DC 18 Wis save or fright 1min/untill save
Cold Breath (5-6): 60' cone, DC 20 Con save, **13d8** cold, save half
Paralyzing Breath (5-6): 60' cone, DC 20 Con save or paralyzed 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Adult White Dragon, H**13**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +11, Stealth +5, immune: cold
Ice Walk: Move/climb no penalty ice/snow
Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p & 1d8 cold
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 14 Wis save or fright 1min/untill save
Cold Breath (5-6): 60' cone, DC 19 Con save, **12d8** cold, save half

Air Elemental, L**5**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', resist: lightning, thunder, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Air Form: Enter hostile creature's space

3
PROF**ACTIONS**

Multiattack: 2 slam
Slam: +8, 2d8+5b
Whirlwind (5-6): DC 13 Str save or 20' random direction & prone, **3d8b**, save half no throw, **1d6b** per 10'. If hit creature, DC 13 Dex save or same damage & prone

Ancient Black Dragon, G**21**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +16, Stealth +9, immune: acid
Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

7
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +15, 2d10+8p & 2d8 acid
Claw: 10', +15, 2d6+8s
Tail: 20', +15, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Acid Breath (5-6): 90'x10' line, DC 22 Dex save, **15d8** acid, save half

Ancient Blue Dragon, G**23**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +17, Stealth +7, immune: lightning
Legendary Resistance (3/day): Pass a failed save

7
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +16, 2d10+9p & 2d10 lightning
Claw: 10', +16, 2d6+9s
Tail: 20', +16, 2d8+9b
Frightful Presence: 120' DC 20 Wis save or fright 1min/untill save
Lightning Breath (5-6): 120'x10' line, DC 23 Dex save, **16d10** lightning, save half

Ancient Brass Dragon, G**20**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', History +9, Perception +14, Persuasion +10, Stealth +6, immune: fire
Legendary Resistance (3/day): Pass a failed save

6
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +14, 2d10+8p
Claw: 10', +14, 2d6+8s
Tail: 20', +14, 2d8+8b
Frightful Presence: 120' DC 18 Wis save or fright 1min/untill save
Fire Breath (5-6): 90'x10' line, DC 21 Dex save, **16d6** fire, save half
Sleep Breath (5-6): 90' cone, DC 21 Con save or unconscious

Ancient Bronze Dragon, G**22**

NAME

CR

22 AC 444 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 9 DEX 0 CON 8 INT 4 WIS 3 CHA 5

SKILLS / TRAITS

Insight +10, Perception +17, Stealth +7, immune: lightning, blindsight 60', darkvision 120'

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +16, 2d10+9p
Claw: 10', +16, 2d6+9s
Tail: 20', +16, 2d8+9b
Frightful Presence: 120' DC 20 Wis save or fright 1min/untill save
Lightning Breath (5-6): 120'x10' line, DC 23 Dex save, **16d10 lightning**, save half
Repulsion Breath (5-6): 30' cone, DC 23 Str save or 60' push
Change Shape: Polymorph human/beast CR no higher than own

Ancient Copper Dragon, G**21**

NAME

CR

21 AC 350 HP 27 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS

Deception +11, Perception +17, Stealth +8, immune: acid, blindsight 60', darkvision 120'

Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +15, 2d10+8p
Claw: 10', +15, 2d6+8s
Tail: 20', +15, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Acid Breath (5-6): 90'x10' line, DC 22 Dex save, **14d8 acid**, save half
Slowing Breath (5-6): 90' cone, DC 18 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Ancient Gold Dragon, G**24**

NAME

CR

22 AC 546 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 10 DEX 2 CON 9 INT 4 WIS 3 CHA 9

SKILLS / TRAITS

Insight +10, Perception +17, Persuasion +16, Stealth +9, immune: fire, blindsight 60', darkvision 120'

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +17, 2d10+10p
Claw: 10', +17, 2d6+10s
Tail: 20', +17, 2d8+10b
Frightful Presence: 120' DC 24 Wis save or fright 1min/untill save
Fire Breath (5-6): 90' cone, DC 24 Dex save, **13d10 fire**, save half
Weakening Breath (5-6): 90' cone, DC 24 Str save or disadv Str checks, saves, & attack rolls 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Ancient Green Dragon, G**22**

NAME

CR

21 AC 385 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 8 DEX 1 CON 7 INT 5 WIS 3 CHA 4

SKILLS / TRAITS

Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8, immune: poison, blindsight 60', darkvision 120'

Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +15, 2d10+8p & 3d6 poison
Claw: 10', +15, 2d6+8s
Tail: 20', +15, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Poison Breath (5-6): 90' cone, DC 22 Con save, **22d6 poison**, save half

Ancient Red Dragon, G**24**

NAME

CR

22 AC 546 HP 26 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 10 DEX 0 CON 9 INT 4 WIS 2 CHA 6

SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +16, Stealth +7, immune: fire

Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +17, 2d10+10p & 4d6 fire
Claw: 10', +17, 2d6+10s
Tail: 20', +17, 2d8+10b
Frightful Presence: 120' DC 21 Wis save or fright 1min/untill save
Fire Breath (5-6): 90' cone, DC 21 Dex save, **26d6 fire**, save half

Ancient Silver Dragon, G**23**

NAME

CR

22 AC 487 HP 26 PASSIVE PERCEPTION 40/80f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS

Darkvision 120', blindsight 60', Arcana +11, History +11, Perception +16, Stealth +7, immune: cold

Legendary Resistance (3/day): Pass a failed save

7
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +17, 2d10+10p
Claw: 10', +17, 2d6+10s
Tail: 20', +17, 2d8+10b
Frightful Presence: 120' DC 21 Wis save or fright 1min/untill save
Cold Breath (5-6): 90' cone, DC 24 Con save, **15d8 cold**, save half
Paralyzing Breath (5-6): 90' cone, DC 24 Con save or paralyzed 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Ancient White Dragon, G**20**

NAME

CR

20 AC 333 HP 23 PASSIVE PERCEPTION 40/40b/80f/40s SPEED

STR 8 DEX 0 CON 8 INT 0 WIS 1 CHA 2

SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +13, Stealth +6, immune: cold

Ice Walk: Move/climb no penalty ice/snow
Legendary Resistance (3/day): Pass a failed save

6
PROF

ACTIONS

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +14, 2d10+8p & 2d8 cold
Claw: 10', +14, 2d6+8s
Tail: 20', +14, 2d8+8b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Cold Breath (5-6): 90' cone, DC 22 Con save, **16d8 cold**, save half

Androsphinx, L**17**

NAME

CR

17 AC 199 HP 20 PASSIVE PERCEPTION 40/60f SPEED

STR 6 DEX 0 CON 5 INT 3 WIS 4 CHA 6

SKILLS / TRAITS

Truesight 120', Arcana +9, Perception +10, Religion +15, immune: divination/thought reading, psychic, bps nonmagic, charm, fright

Spellcasting: See spell card*

6
PROF

ACTIONS

Multiattack: 2 claw
Claw: +12, 2d6+6s (magic)
Roar (3/day): 500'; 1st DC 18 Wis save or frightened 1min/untill save, 2nd DC 18 Wis save or deafened, frightened & paralyzed 1min/untill save, 3rd DC 18 Con save or 8d10 thunder & prone, save half no prone

Animated Armor, M

1



SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, exhaust, fright, paralyze, petrify, poison, psychic

Antimagic Susceptibility: Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min

False Appearance: Looks like armor

2 PROF

ACTIONS

Multiattack: 2 melee

Slam: +4, 1d6+2b

Ankheg, L

2



SKILLS / TRAITS

Darkvision 60', tremorsense 60'

ACTIONS

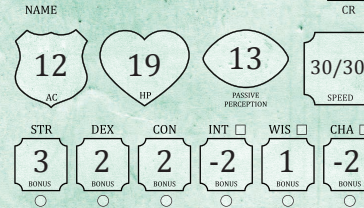
Bite: +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray

Acid Spray (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

2 PROF

Ape, M

1/2



SKILLS / TRAITS

Athletics +5, Perception +3

ACTIONS

Multiattack: 2 fist

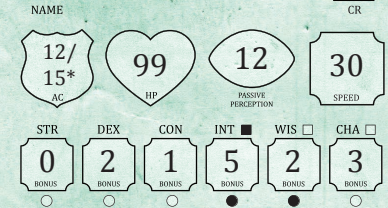
Fist: +5, 1d6+3b

Rock: 25/50, +5, 1d6+3b

2 PROF

Archmage, M

12



SKILLS / TRAITS

Arcana +13, History +13, resist: spell damage, bps nonmagic*

Magic Resistance: Adv saves vs magic

Spellcasting: See spell card*

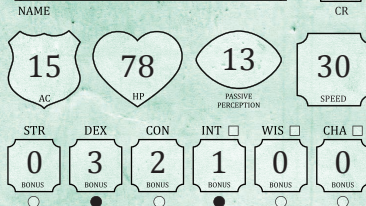
4 PROF

ACTIONS

Dagger: 20/60, +6, 1d4+2p

Assassin, M

8



SKILLS / TRAITS

Acrobatics +6, Deception +3, Perception +3, Stealth +9, resist: poison

Assassinate: Crit vs surprised, adv if target hasn't gone yet

Evasion: Failed Dex save half damage, success none

Sneak Attack (1/turn): +4d6 damage if advantage/ally within 5' of target

3 PROF

ACTIONS

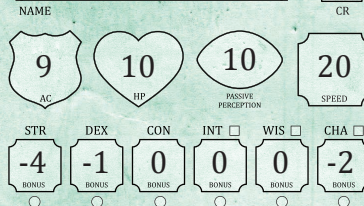
Multiattack: 2 shortsword

Shortsword: +6, 1d6+3, DC 15 Con save, 7d6 poison, save half

Light Crossbow: 80/320, +6, 1d8+3p, DC 15 Con save, 7d6 poison, save half

Awakened Shrub, S

0



SKILLS / TRAITS

Vuln: fire, resist: p

False Appearance: Looks like plant

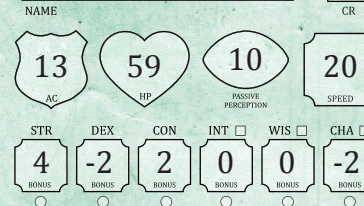
2 PROF

ACTIONS

Rake: +1, 1d4-1s

Awakened Tree, H

2



SKILLS / TRAITS

Vuln: fire, resist: bp

False Appearance: Looks like tree

2 PROF

ACTIONS

Slam: 10', +6, 3d6+4b

Axe Beak, L

1/4



SKILLS / TRAITS

ACTIONS

Beak: +4, 1d8+2s

Azer, M						2
NAME						CR
17	39	11	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	1	2	1	1	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Immune: fire, poison						
Heated Body: Touch/hit within 5', 1d10 fire						
Heated Weapons: +1d6 fire w/metal weapon (included)						
Illumination: Bright light 10', dim 10'						
2						
PROF						
ACTIONS						
Warhammer: +5, 1d8+3b/1d10+3b 2-hands & 1d6 fire						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

Baboon, S 0

NAME CR

12 AC 3 HP 11 PASSIVE PERCEPTION 30/30c SPEED

STR DEX CON INT WIS CHA

-1 2 0 -3 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Pack Tactics: Adv on attack if ally within 5' of target

2 PROF

ACTIONS

Bite: +1, 1d4-1p

Badger, T 0

NAME CR

10 AC 3 HP 11 PASSIVE PERCEPTION 20/5b SPEED

STR DEX CON INT WIS CHA

-3 0 1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2 PROF

ACTIONS

Bite: +2, 1p

Balor, H 19

NAME CR

19 AC 262 HP 13 PASSIVE PERCEPTION 40/80f SPEED

STR DEX CON INT WIS CHA

8 2 6 5 3 6

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, lightning, bps nonmagic, immune: fire, poison

Death Throes: On death, DC 20 Dex save, 20d6 fire, save half

Fire Aura: If touch/hit or within 5' of balor on its turn, 3d6 fire

Magic Resistance: Adv on saves vs magic

6 PROF

ACTIONS

Multiattack: 1 longsword, 1 whip

Longsword: 10', +14, 3d8+8s & 3d8 lightning, magic, crit x3

Whip: 30', +14, 2d6+8s & 3d6 fire (magic), DC 20 Str save or 25' pull

Teleport: Teleport 120'

Bandit, M 1/8

NAME CR

12 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

Scimitar: +3, 1d6+1s

Light Crossbow: 80/320, +3, 1d8+1p

Bandit Captain, M 2

NAME CR

15 AC 65 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

2 3 2 2 0 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Athletics +4, **Deception** +4

2 PROF

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger

Scimitar: +5, 1d6+3s

Dagger: 20/60, +5, 1d4+3p

Parry (react): +2 AC vs melee

Barbed Devil, M 5

NAME CR

15 AC 110 HP 18 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

3 3 4 1 2 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', **Deception** +5, **Insight** +5, **Perception** +8, resist: cold, bps nonmagic/nonsilver, immune: fire, poison

Barbed Hide: On turn, 1d10p to grappler

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

3 PROF

ACTIONS

Multiattack: 1 tail, 2 claws or 2 Hurl Flame

Claw: +6, 1d6+3p

Tail: +6, 2d6+3p

Hurl Flame: 150', +5, 3d6 fire (spell)

Basilisk, M 3

NAME CR

15 AC 52 HP 9 PASSIVE PERCEPTION 20 SPEED

STR DEX CON INT WIS CHA

3 -1 2 -4 -1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

Petrifying Gaze: If creature starts turn within 30' & can see basilisk, DC 12 Con save or restrained. Repeat or petrified

2 PROF

ACTIONS

Bite: +5, 2d6+3p & 2d6 poison

Bat, T 0

NAME CR

12 AC 1 HP 11 PASSIVE PERCEPTION 5/30f SPEED

STR DEX CON INT WIS CHA

-4 2 -1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf

Keen Hearing: Adv Perception for hearing

2 PROF

ACTIONS

Bite: +0, 1p

Bearded Devil, M**3**

NAME

CR



SKILLS / TRAITS

Darkvision 120', resist: cold, bps
nonmagic/nonsilver, immune: fire, poison
Devil's Sight: Can see in magical darkness
Magic Resistance: Adv vs magic
Steadfast: If ally in 30', immune fright

2

ACTIONS

Multiattack: 1 beard, 1 glaive
Beard: +5, 1d8+2p, DC 12 Con save or poison
1min/until save
Glaive: 10', +5, 1d10+3s, DC 12 Con save or lose
cumulative 1d10 HP ongoing (DC 12
Medicine/magic healing ends)

Behir, H**11**

NAME

CR



SKILLS / TRAITS

Darkvision 90', Perception +6, Stealth +7,
immune: lightning

4

ACTIONS

Multiattack: 1 bite, 1 constrict
Bite: LV, +10, 3d10+6p
Constrict: <H, +10, 2d10+6s & 2d10+6s, grappled & restrained
escape DC 16
Lightning Breath (5-6): 20'x5', DC 16 Dex save, 12d10 lightning,
save half
Swallow: <L, grappled target, if bite hits, blinded & restrained, 6d6
acid ongoing, 1 creature. If target deals 30+ damage 1 turn, behir
DC 14 Con save or exit

Berserker, M**2**

NAME

CR



SKILLS / TRAITS

Reckless: Can have adv on melee attacks,
grants adv to others' attacks that target
berserker until start of its next turn

2

ACTIONS

Greataxe: +5, 1d13+3s

Black Dragon Wyrmling, M**2**

NAME

CR



SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception
+4, Stealth +4, immune: acid

Amphibious: Breathe air & water

2

ACTIONS

Bite: +4, 1d10+2p & 1d4 acid
Acid Breath (5-6): 15'x5' line, DC 11
Dex save, 5d8 acid, save half

Black Pudding, L**4**

NAME

CR



SKILLS / TRAITS

Blindsight 60', immune: blind, acid, charm, cold, deaf,
exhaust, fright, lightning, prone, slashing
Amorphous: >1" no squeezing
Corrosive Form: Touch/hit 1d8 acid,
nonmagic weapon cumulative -1 damage (-5
destroys)
Spider Climb: Climb difficult surfaces no check

2

ACTIONS

Pseudopod: +5, 1d6+3b & 4d8 acid,
nonmagic armor cumulative -1 AC (AC 10
destroys)
Split (react): If >S pudding dealt lightning
or slashing & has 10 HP, split into 2 smaller

Black Bear, M**1/2**

NAME

CR



SKILLS / TRAITS

Perception +3

Keen Smell: Adv on Perception for smell

2

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +3, 1d5+2p
Claws: +3, 2d4+2s

Blink Dog, M**1/4**

NAME

CR



SKILLS / TRAITS

Perception +3, Stealth +5

Keen Hearing & Smell: Adv on Perception
for hearing & smell

2

ACTIONS

Bite: +3, 1d6+1p
Teleport (4-6): 1 bite, teleport 40'

Blood Hawk, S**1/8**

NAME

CR



SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight
Pack Tactics: Adv on attack if ally
within 5' of target

2

ACTIONS

Beak: +4, 1d4+2p

Blue Dragon Wyrmling, M**3**

NAME

CR



SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

2

PROF

ACTIONS

Bite: +5, 1d10+3p & 1d6 lightning
Lightning Breath (5-6): 30'x5' line, DC 12 Dex save, **4d10 lightning**, save half**Boar, M****1/4**

NAME

CR



SKILLS / TRAITS

Charge: If 20' toward target and hit, **+1d6s** & DC 11 Str save or prone
Relentless (R short/long rest): If <8 damage reduces to 0 HP, reduce to 1 HP instead**2**

PROF

ACTIONS

Tusk: +3, 1d6+1s**Bone Devil, L****9**

NAME

CR



SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, resist: cold, bps nonmagic/nonsilver, immune: fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic**4**

PROF

ACTIONS

Multitattack: 2 claw, 1 sting**Claw:** 10', +8, 1d8+4s
Sting: 10', +8, 2d8+4p & 5d6 poison, DC 14 Con save or poisoned 1min/until save**Brass Dragon Wyrmling, M****1**

NAME

CR



SKILLS / TRAITS

Darkvision 120', blindsight 10', Perception +4, Stealth +2, immune: fire

2

PROF

ACTIONS

Bite: +4, 1d10+2p
Fire Breath (5-6): 20'x5' line, DC 11 Dex save, **4d6 fire**, save half
Sleep Breath (5-6): 15' cone, DC 11 Con save or unconscious 1min**Bronze Dragon Wyrmling, M****2**

NAME

CR



SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

Amphibious: Breathe air & water**2**

PROF

ACTIONS

Bite: +5, 1d10+3p
Lightning Breath (5-6): 40'x5' line, DC 12 Dex save, **3d10 lightning**, save half
Repulsion Breath (5-6): 30' cone, DC 12 Str save or pushed 30'**Brown Bear, L****1**

NAME

CR



SKILLS / TRAITS

Perception +3

Keen Smell: Adv on Perception for smell**2**

PROF

ACTIONS

Multitattack: 1 bite, 1 claws**Bite:** +5, 1d8+4p
Claws: +5, 2d6+4s**Bugbear, M****1**

NAME

CR



SKILLS / TRAITS

Darkvision 60', Stealth +6, Survival +2

Brute: Extra die of melee damage (included)
Surprise Attack: If surprises and hits, **+2d6** damage**2**

PROF

ACTIONS

Morningstar: +4, 2d8+2p
Javelin: 30/120, +4, 2d6+2p/1d6+2p R**Bulette, L****5**

NAME

CR



SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +6

Standing Leap: 30' long jump, 15' high jump**3**

PROF

ACTIONS

Bite: +7, 4d12+4p
Deadly Leap: If jump at least 15', land in space of creatures. DC 16 Str/Dex save or prone & **3d6+4b** & **3d6+4s**. Save half & no prone, pushed 5' away

Camel, L							1/8
NAME							CR
9	15	9	50				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
3	-1	2	-4	-1	-3		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							2 PROF
ACTIONS							
Bite: +5, 1d4b							

Cat, T							0
NAME							CR
12	2	13	40/30c				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
-4	2	0	-4	1	-2		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							2 PROF
Perception +3, Stealth +4							
Keen Smell: Adv on Perception for smell							
ACTIONS							
Claws: +0, 1s							

Centaur, L							2
NAME							CR
12	45	13	50				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
4	2	2	-1	1	0		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							2 PROF
Athletics +6, Perception +3, Survival +3							
Charge: If 30' toward target & hits, +3d6p							
ACTIONS							
Multiattack: 1 pike, 1 hooves or 2 longbow							
Pike: 10', +6, 1d10+4p							
Hooves: +6, 2d6+4b							
Longbow: 150/600, +4, 1d8+2p							

Chain Devil, M							8
NAME							CR
16	85	11	30				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
4	2	4	0	1	2		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							3 PROF
Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison							
Devil's Sight: See in magical darkness							
Magic Resistance: Adv on saves vs magic							
ACTIONS							
Multiattack: 2 chains & all animated chains							
Chain: 10', +8, 2d6+4s, grappled & restrained & 2d6p each turn, escape DC 14							
Animate Chains (R short/long rest): 60'; animate 4 chains, additional attack & grapple per chain							
Unnerving Mask (react): 30'; DC 14 Wis save or frightened until end of its turn							

Chimera, L							6
NAME							CR
14	114	18	30/60f				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
4	0	4	-4	2	0		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							3 PROF
Darkvision 60', Perception +8							
ACTIONS							
Multiattack: 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath							
Bite: +7, 2d6+4p							
Horns: +7, 1d12+4b							
Claws: +7, 2d6+4s							
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half							

Chuul, L							4
NAME							CR
16	93	14	30/30s				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
4	0	3	-3	0	-3		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							2 PROF
Darkvision 60', Perception +4, immune: poison							
Amphibious: Breathe air & water							
Sense Magic: Sense magic 120'							
ACTIONS							
Multiattack: 2 pincer & 1 tentacle if grappling							
Pincer: 10', +6, 2d6+4b, <H grappled DC 14							
Tentacles: Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save							

Clay Golem, L							9
NAME							CR
14	133	9	20				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
5	-1	4	-4	-1	-5		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							4 PROF
Darkvision 60', immune: form alteration, acid, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine							
Acid Absorption: Acid damage heals							
Berserk: If <61 HP, roll d6. 6 = berserk, attack creatures within 20' or objects if no creatures							
Magic Resistance: Adv on saves vs magic							
ACTIONS							
Multiattack: 2 slam							
Slam: +8, 2d10+5b (magic), DC 15 Con save or HP max reduced by damage, die at 0 HP, greater restoration ends							
Haste (5-6): +2 AC, adv Dex saves, slam as bonus action until end of its next turn							

Cloaker, L							8
NAME							CR
14	78	11	10/40f				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
3	2	1	1	1	2		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							3 PROF
Darkvision 60', Stealth +5							
Damage Transfer: When attached, half damage to target instead of cloaker							
False Appearance: Looks like leather cloak							
Light Sensitivity: Disadv attacks and Perception for sight in bright light							
ACTIONS							
Multiattack: 1 bite, 1 tail							
Bite: +6, 2d6+3p, if <H & adv, attach. Adv to attack, target blind & suffocating. Str check DC 16 escape							
Tail: 10', +6, 1d8+3s							
Moan: 60', DC 13 Wis save or frightened 1 round							
Phantasms (R short/long rest): 3 illusory duplicates. Roll randomly for targeting. Damage/bright light destroys							

Cloud Giant, H

9

NAME	CR				
14	200	17	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
8	0	6	1	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Insight +7, Perception +7

Keen Smell: Adv on Perception for smell
Innate Spellcasting: At will: *detect magic, fog cloud, light*, 3/day each: *feather fall, fly, misty step, telekinesis*, 1/day each: *control weather, gaseous form*

4

ACTIONS

Multiattack: 2 morningstar

Morningstar: 10', +12, 3d8+8p

Rock: 60/240, +12, 4d10+8b

Cockatrice, S

1/2

NAME	CR				
11	27	11	20/40f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-2	1	1	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60'

2

ACTIONS

Bite: +3, 1d4+1p, DC 11 Con save or restrained, save again or petrified

Commoner, M

0

NAME	CR				
10	4	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
0	0	0	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

2

ACTIONS

Club: +2, 1d4b

Constrictor Snake, L

1/4

NAME	CR				
12	13	10	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	2	1	-5	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 10'

2

ACTIONS

Bite: +4, 1d6+2p

Constrict: +4, 1d8+2b, grappled & restrained, escape DC 14

Copper Dragon Wyrmling, M

1

NAME	CR				
16	22	14	30/30c/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: acid

2

ACTIONS

Bite: +4, 1d10+2p

Acid Breath (5-6): 20'x5', DC 11 Dex save, 4d8 acid, save half

Slowing Breath (5-6): 15' cone, DC 11 Con save or no reactions, speed halved, 1 attack, 1 action per turn, 1min/until save

Couatl, M

4

NAME	CR				
19	97	15	30/90f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic

Innate Spellcasting: See spell card*

2

ACTIONS

Bite: +8, 1d6+5p, DC 13 Con save or poisoned & unconscious 24 hours

Constrict: 10', +6, 2d6+3b & <L grappled & restrained, max 1 target, escape DC 15

Change Shape: Polymorph human/beast CR no higher than own

Crab, T

0

NAME	CR				
11	2	9	20/20s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-4	0	0	-5	-1	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', Stealth +2

Amphibious: Breathe air & water

2

ACTIONS

Claw: +0, 1b

Crocodile, L

1/2

NAME	CR				
12	19	10	20/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	0	1	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Stealth +2

Hold Breath: 15min

2

ACTIONS

Bite: +4, 1d10+2p, grappled & restrained, can't bite another target, escape DC 12

Cult Fanatic, M						2
NAME						CR
13	33	11	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	1	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Deception +4, Persuasion +4, Religion +2						
Dark Devotion: Adv on saves vs. charm & fright						
Spellcasting: 4th lvl, DC 11, +3, at will: <i>light, sacred flame, thaumaturgy</i> , 1st (4): <i>command, inflict wounds, shield of faith</i> , 2nd (3): <i>hold person, spiritual weapon</i>						
2						
PROF						
ACTIONS						
Multiattack: 2 melee						
Dagger: 20/60, +4, 1d4+2p						

Cultist, M						1/8
NAME						CR
12	9	10	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	1	0	0	0	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Deception +2, Religion +2						
Dark Devotion: Adv on saves vs. charm & fright						
2						
PROF						
ACTIONS						
Scimitar: +3, 1d6+1s						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
PROF						
ACTIONS						

Darkmantle, S

1/2

NAME						CR	
11 AC		22 HP		10 PASSIVE PERCEPTION		10/30f SPEED	
STR	DEX	CON	INT	WIS	CHA		
3	1	1	-4	0	-3		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Blindsight 60', Stealth +3

Echolocation: Blind while deaf
False Appearance: Looks like cave formation

2
PROF

ACTIONS

Crush: +5, 1d6+3b, if <L & adv, attach. Adv to attack, target blind & suffocating, Str check DC 13 escape
Darkness Aura (1/day): 15' radius magical darkness on darkmantle (concentrate 10min)

Death Dog, M

1

NAME						CR
12 AC	39 HP	15 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
2 BONUS	2 BONUS	2 BONUS	-4 BONUS	1 BONUS	-2 BONUS	

SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

Two-Headed: Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious

2
PROF

ACTIONS

Multitattack: 2 bite

Bite: +4, 1d6+2p, DC 12 Con or poisoned & HP max reduced 5 until save (1/day).

Deer, M

0

NAME						CR
13 AC	4 HP	12 PASSIVE PERCEPTION	50 SPEED			
STR	DEX	CON	INT	WIS	CHA	
0 BONUS	3 BONUS	0 BONUS	-4 BONUS	2 BONUS	-3 BONUS	

SKILLS / TRAITS

Bite: +2, 1d4+2p

2
PROF

ACTIONS

Deva, M

10

NAME						CR
17 AC	136 HP	19 PASSIVE PERCEPTION	30/90 SPEED			
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA <input type="checkbox"/>	
4 BONUS	4 BONUS	4 BONUS	3 BONUS	5 BONUS	5 BONUS	

SKILLS / TRAITS

Darkvision 120', Insight +9, Perception +9, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

Innate Spellcasting: DC 17, at will: detect evil and good, 1/day each: commune, raise dead

Magic Resistance: Adv on saves vs magic

4
PROF

ACTIONS

Multitattack: 2 melee
Mace: +8, 1d6+4b (magic) & 4d8 radiant
Healing Touch (3/day): Target regain 4d8+2 HP; end curse, disease, poison, blind, deaf
Change Shape: Polymorph into creature CR no greater than own

Dire Wolf, L

1

NAME						CR
14 AC	37 HP	13 PASSIVE PERCEPTION	50 SPEED			
STR	DEX	CON	INT	WIS	CHA	
3 BONUS	2 BONUS	2 BONUS	-4 BONUS	1 BONUS	-2 BONUS	

SKILLS / TRAITS

Perception +3, Stealth +4
Keen Hearing & Smell: Adv on Perception for hearing & smell
Pack Tactics: Adv on attacks if target within 5' of ally

2
PROF

ACTIONS

Bite: +5, 2d6+3p, DC 13 Str save or prone

Djinni, L

11

NAME					CR	
17	161	13	30/90			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	3	3	3	3	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 120', immune: lightning, thunder
Innate Spellcasting: DC 17, +9, at will: detect evil and good, detect magic, thunderwave, 3/day each: create food and water, tongues, wind walk, 1/day each: conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift

4
PROF

ACTIONS

Multitattack: 3 scimitar
Scimitar: +9, 2d6+5s & 1d6 lightning or thunder
Create Whirlwind: In in 120', 5'x30' cylindar, concentration, DC 18 Str save or restrained. Can move cylindar 60'. DC 18 Str check escape

Doppelganger, M

3

NAME						CR
14	52	11	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	4	2	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', Deception +6, Insight +3, immune: charm
Shapechanger: Polymorph into S/M humanoid
Ambusher: Adv on attacks vs surprised
Surprise Attack: If surprise & hits, +3d6

2
PROF

ACTIONS

Multitattack: 2 melee
Slam: +6, 1d6+4b
Read Thoughts: 60' read surface thoughts, concentration. Adv on Insight, Deception, Intimidation & Persuasion vs target

Draft Horse, L

1/4

NAME						CR
10 AC	19 HP	10 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA	
4 BONUS	0 BONUS	1 BONUS	-4 BONUS	0 BONUS	-2 BONUS	

SKILLS / TRAITS

Hooves: +6, 2d4+4b

2
PROF

Dragon Turtle, G

17

NAME CR

20 341 11 20/40s

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

7 0 5 0 1 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Resist: fire, darkvision 120'

Amphibious: Breathe air & water

6

ACTIONS

Multiaattack: 1 bite, 2 claws/1 tail
Bite: 15', +13, 3d12+7p
Claw: 10', +13, 2d8+7s
Tail: 15', +13, 3d12+7b, DC 20 Str save or pushed 10' & prone
Steam Breath (5-6): 60' cone, DC 18 Con save, 15d6 fire, save half

Dretch, S

1/4

NAME CR

11 18 9 20

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 0 1 -3 -1 -4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Resist: cold, fire, lightning, immune: poison, darkvision 60'

2

ACTIONS

Multiaattack: 1 bite, 1 claws
Bite: +2, 1d6p
Claws: +2, 2d4s
Fetid Cloud (1/day): 10' radius, light obscure, 1min, DC 11 Con save or poisoned 1 round & no reactions & either action/bonus action

Drider, L

6

NAME CR

19 123 15 30/30c

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 4 1 2 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +5, Stealth +9, darkvision 120'
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 13, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*
Spider Climb: Climb difficult surfaces no check
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight
Web Walker: Move normally in webbing

3

ACTIONS

Multiaattack: 3 longsword/3 longbow. Can replace 1 w/bite
Bite: +6, 1d4p & 2d8 poison
Longsword: +6, 1d8+3s/1d10+3s 2-hands
Longbow: 150/600, +6, 1d8+3p & 1d8 poison

Druid, M

2

NAME CR

11/16* 27 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 1 1 1 2 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Medicine +4, Nature +3, Perception +4
Spellcasting: 4th lvl, DC 12, +4, at will: *druidcraft*, *produce flame*, *shillelagh*, 1st (4): *entangle*, *longstrider*, *spek with animals*, *thunderwave*, 2nd (3): *animal messenger*, *barkskin**

2

ACTIONS

Quarterstaff: +2 (+4 shillelagh), 1d6b/1d8b 2-hands, 1d8+2b shillelagh

Dryad, M

1

NAME CR

11/16* 22 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5
Innate Spellcasting: DC 14, at will: *druidcraft*, 3/day each: *entangle*, *goodberry*, 1/day each: *barkskin**, *pass without trace*, *shillelagh*
Magic Resistance: Adv on saves vs magic
Speak w/Beasts & Plants: Communicate with beasts/plants
Tree Stride: 1/turn, magically move 60' thru trees

2

ACTIONS

Club: +2 (+6 shillelagh), 1d4b/1d8b+4 shillelagh
Fey Charm: 30', DC 14 Wis save or charmed 24 hours, repeat save if dryad harms

Duergar, M

1

NAME CR

16 26 10 25

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

2 0 2 0 0 -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', resist: poison
Duergar Resilience: Adv on saves vs poison, spells, illusions, charm, paralyze
Sunlight Sensitivity: Disadv on attacks & Perception for sight in sunlight

2

ACTIONS

Enlarge (R short/long rest): 1min, size L, adv on Str checks & saves
War Pick: +4, 1d8+2p/2d8+2p Enlarge
Javelin: 30/120, +4, 1d6+2p/2d6+2p Enlarge
Invisibility (R short/long rest): Invisible as per spell or until Enlarge, concentrate, 1 hour

Dust Mephit, S

1/2

NAME CR

12 17 12 30/30f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-3 2 0 -1 0 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2, Stealth +4, vuln: fire, immune: poison

Death Burst: On death, 5' DC 10 Con save or blinded 1min/until save
Innate Spellcasting: 1/day: *sleep*

2

ACTIONS

Claws: +4, 1d4+2s
Blinding Breath (R 6): 15' cone, DC 10 Dex save, blind 1min/until save

Eagle, S						0
NAME						CR
12	3	14	10/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-2	2	0	-4	2	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +4 Keen Sight: Adv on Perception for sight						2 PROF
ACTIONS Talons: +4, 1d4+2s						

Earth Elemental, L						5
NAME						CR
17	126	10	30/30b			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
5	-1	5	-3	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', tremorsense 60', vuln: thunder, resist: bps nonmagic, immune: exhaust, paralyze, petrify, poison, unconscious Earth Glide: Burrow through earth/stone w/no trace Siege Monster: Double damage to objects						3 PROF
ACTIONS Multiattack: 2 slam Slam: 10', +8, 2d8+5b						

Efreeti, L						11
NAME						CR
17	200	12	40/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
6	1	7	3	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', immune: fire Innate Spellcasting: DC 15, +7, at will: <i>detect magic</i> , 3/day: <i>enlarge/reduce, tongues</i> , 1/day each: <i>conjure elemental</i> (fire elemental only), <i>gaseous form, invisibility, major image, plane shift, wall of fire</i>						4 PROF
ACTIONS Multiattack: 2 scimitar/2 Hurl Flame Scimitar: +10, 2d6+6s & 2d6 fire Hurl Flame: 120', +7, 5d6 fire (spell)						

Elephant, H						4
NAME						CR
12	76	10	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
6	-1	3	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Trampling Charge: If 20' toward target & hit w/gore, DC 12 Str save or prone & bonus action stomp						2 PROF
ACTIONS Gore: +8, 3d8+6p Stomp: +8, 3d10+6b						

Elf, Drow, M						1/4
NAME						CR
15	13	12	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	0	0	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', Perception +2, Stealth +4 Fey Ancestry: Adv vs charm, immune sleep Innate Spellcasting: DC 11, at will: <i>dancing lights</i> , 1/day each: <i>darkness, faerie fire</i> Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight						2 PROF
ACTIONS Shortsword: +4, 1d6+2p Hand Crossbow: 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious						

Elk, L						1/4
NAME						CR
10	13	10	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	0	1	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Charge: If 20' toward target & hit w/ram, +2d6 & DC 13 Str save or prone						2 PROF
ACTIONS Ram: +5, 1d6+3b Hooves: Prone target, +5, 2d4+3b						

Erinyes, M						12
NAME						CR
18	153	12	30/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	3	4	2	2	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Truesight 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison Magic Resistance: Adv on saves vs magic						4 PROF
ACTIONS Multiattack: 3 attacks Longsword: +8, 1d8+4s/1d10+4s 2-hands & 3d8 poison Longbow: 150/600, +7, 1d8+3p & 3d8 poison, DC 14 Con save or poisoned, lesser restoration ends Parry (react): +4 AC vs melee						

Ettercap, M						2
NAME						CR
13	44	34	30/30c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	2	1	-2	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +3, Stealth +4, Survival +3 Spider Climb: Climb difficult surfaces no check Web Sense: Know location of creatures if on same web Web Walker: Move normally in webbing						2 PROF
ACTIONS Multiattack: 1 bite, 1 claws Bite: +4, 1d8+2p, & 1d8 poison, DC 11 Con save or poisoned 1min/until save Claws: +4, 2d4+2s Web (5-6): 30/60, <H, +4, restrained, DC 11 Str check escape or burn/cut web*						

Ettin, L							4
NAME							CR
12	85	14	40				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
5	-1	3	-2	0	-1		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
Darkvision 60', Perception +4							
Two Heads: Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious							
Wakeful: 1 head awake while other asleep							2
PROF							
ACTIONS							
Multiattack: 1 battleaxe, 1 morningstar							
Battleaxe: +7, 2d8+5s							
Morningstar: +7, 2d8+5p							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

NAME							CR
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		
SKILLS / TRAITS							
							PROF
ACTIONS							

Fire Elemental, L

5

NAME	CR
13 AC	102 HP
10 PASSIVE PERCEPTION	50 SPEED
STR 0	DEX 3
CON 3	INT -2
WIS 0	CHA -2

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: exhaust, fire, grapple, paralyze, petrify, poison, prone, restrain, unconscious

Fire Form: >1" no squeezing, touch/hit 1d10 fire, can enter space & deal 1d10 fire ongoing

Illumination: Bright light 30', dim 30'

Water Susceptibility: 5/1 gallon water = 1 cold

3
PROF

ACTIONS

Multiattack: 2 touch

Touch: +6, 2d6+3 fire, 1d10 fire ongoing until douse

Fire Giant, H

9

NAME	CR
18 AC	162 HP
16 PASSIVE PERCEPTION	30 SPEED
STR 7	DEX -1
CON 6	INT 0
WIS 2	CHA 1

SKILLS / TRAITS

Athletics +11, Perception +6, immune: fire

4
PROF

ACTIONS

Multiattack: 2 greatsword

Greatsword: 10', +11, 6d6+7s

Rock: 60/240, +11, 4d10+7b

Flesh Golem, M

5

NAME	CR
9 AC	93 HP
10 PASSIVE PERCEPTION	30 SPEED
STR 4	DEX -1
CON 4	INT -2
WIS 0	CHA -3

SKILLS / TRAITS

Darkvision 60', immune: form alteration, charm, exhaust, fright, lightning, paralyze, petrify, poison

Berserk: If <41 HP, roll d6, 6 = berserk, attack creatures within 20' or objects if no creatures. If creator in 60', calm DC 15

Persuasion

Aversion to Fire: If fire damage, disadv on attacks/checks until end next turn

Lightning Absorption: Lightning damage heals

Magic Resistance: Adv on saves vs magic

3
PROF

ACTIONS

Multiattack: 2 slam

Slam: +7, 2d8+4b

Flying Snake, T

1/8

NAME	CR
14 AC	5 HP
11 PASSIVE PERCEPTION	30/60f/ 30s SPEED
STR -3	DEX 4
CON 0	INT -4
WIS 1	CHA -3

SKILLS / TRAITS

Blindsight 10'

Flyby: Flying doesn't provoke opportunity attacks

2
PROF

ACTIONS

Bite: +6, 1p & 3d4 poison

Flying Sword, S

1/4

NAME	CR
17 AC	17 HP
7 PASSIVE PERCEPTION	50f SPEED
STR 1	DEX 2
CON 0	INT -5
WIS -3	CHA -5

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic

Antimagic Susceptibility: Con save vs spell if *dispel magic* or unconscious 1min

False Appearance: Looks like sword

2
PROF

ACTIONS

Longsword: +3, 1d8+1s

Frog, T

0

NAME	CR
11 AC	1 HP
34 PASSIVE PERCEPTION	20/20s SPEED
STR -5	DEX 1
CON -1	INT -5
WIS -1	CHA -4

SKILLS / TRAITS

Darkvision 30', Perception +1, Stealth +3

Amphibious: Breathe air & water

Standing Leap: Long jump 10', high jump 5'

2
PROF

ACTIONS

Frost Giant, H

8

NAME	CR
15 AC	138 HP
13 PASSIVE PERCEPTION	40 SPEED
STR 3	DEX 3
CON 3	INT 3
WIS 3	CHA 3

SKILLS / TRAITS

Athletics +9, Perception +3, immune: cold

3
PROF

ACTIONS

Multiattack: 2 greataxe

Greataxe: 10', +9, 3d12+6s

Rock: 60/240, +9, 4d10+6b

Gargoyle, M

2

NAME						
AC	15	HP	52	PASSIVE PERCEPTION	10	SPEED
						30/60f
STR	DEX	CON	INT	WIS	CHA	
2	0	3	-2	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic/nonadamantine, immune: exhaust, petrify, poison

False Appearance: Looks like statue

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +4, 1d6+2p

Claws: +4, 1d6+2s

Gelatinous Cube, L

2

NAME						
AC	6	HP	84	PASSIVE PERCEPTION	8	SPEED
						15
STR	DEX	CON	INT	WIS	CHA	
2	-4	5	-5	-2	-5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved

2
PROF

ACTIONS

Pseudopod: +4, 3d6 acid

Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Ghast, M

2

NAME						
AC	13	HP	36	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
3	3	0	0	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', resist: necrotic, immune: charm, exhaust, poison
Stench: 5', DC 10 Con save or poisoned until next turn, save immune
Turning Defiance: Ghosts & ghouls 30' adv on saves vs turning

2
PROF

ACTIONS

Bite: +3, 2d8+3p

Claws: +5, 2d5+3s, DC 10 Con save or paralyzed 1min/until save

Ghost, M

4

NAME						
AC	11	HP	45	PASSIVE PERCEPTION	11	SPEED
						40f
STR	DEX	CON	INT	WIS	CHA	
-2	1	0	0	1	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Ethereal Sight: See 60' into Ethereal Plane
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

2
PROF

ACTIONS

Withering Touch: +5, 4d6+3 necrotic

Etherealness: Enter/exit Ethereal Plane
Horrible Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse
Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Ghoul, M

1

NAME						
AC	12	HP	22	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
1	2	0	-2	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', immune: charm, exhaust, poison

2
PROF

ACTIONS

Bite: +2, 2d6+2p

Claws: +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

Giant Ape, H

7

NAME						
AC	12	HP	157	PASSIVE PERCEPTION	14	SPEED
						40/40c
STR	DEX	CON	INT	WIS	CHA	
6	2	4	-2	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Athletics +9, Perception +4

3
PROF

ACTIONS

Multiattack: 2 fist

Fist: 10', +9, 3d10+6b

Rock: 50/100, +9, 7d6+6b

Giant Badger, M

1/4

NAME						
AC	10	HP	13	PASSIVE PERCEPTION	11	SPEED
						30/10b
STR	DEX	CON	INT	WIS	CHA	
1	0	2	-4	1	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +3, 1d6+1p

Claws: +3, 2d4+1s

Giant Bat, L

1/4

NAME						
AC	13	HP	22	PASSIVE PERCEPTION	11	SPEED
						10/60f
STR	DEX	CON	INT	WIS	CHA	
2	3	0	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf
Keen Hearing: Adv on Perception for hearing

2
PROF

ACTIONS

Bite: +4, 1d6+2p

Giant Boar, L

2

NAME

CR



SKILLS / TRAITS

Charge: If 20' toward target and hit, +2d6s & DC 13 Str save or prone
Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2
PROF

ACTIONS

Tusk: +5, 2d5+3s

Giant Centipede, S

1/4

NAME

CR



SKILLS / TRAITS

Blindsight 30'

2
PROF

ACTIONS

Bite: +4, 1d4+2p & DC 11 Con save or 3d6 poison

Giant Constrictor Snake, H

2

NAME

CR



SKILLS / TRAITS

Blindsight 10', Perception +2

2
PROF

ACTIONS

Bite: 10', +6, 2d6+4p
Constrict: +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16

Giant Crab, M

1/8

NAME

CR



SKILLS / TRAITS

Blindsight 30', Stealth +4

2
PROF

ACTIONS

Claw: +3, 1d6+1b & grappled, max 2 targets, escape DC 11

Giant Crocodile, H

5

NAME

CR



SKILLS / TRAITS

Stealth +5

Hold Breath: 30min

3
PROF

ACTIONS

Multiattack: 1 bite, 1 tail
Bite: +8, 3d10+5p, grappled & restrained, can't bite another target, escape DC 16
Tail: 10', non-grappled target, +8, 2d8+5b, DC 16 Str save or prone

Giant Eagle, L

1

NAME

CR



SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

2
PROF

ACTIONS

Multiattack: 1 beak, 1 talons

Beak: +5, 1d5+3p
Talons: +5, 2d6+3s

Giant Elk, H

2

NAME

CR



SKILLS / TRAITS

Perception +4

Charge: If 20' toward target & hit w/ram, +2d6 & DC 14 Str save or prone

2
PROF

ACTIONS

Ram: 10', +6, 2d6+4b
Hooves: Prone target, +5, 4d8+4b

Giant Fire Beetle, S

0

NAME

CR



SKILLS / TRAITS

Blindsight 30'

Illumination: Bright light 10', dim 10'

2
PROF

ACTIONS

Bite: +1, 1d6-1s

Giant Frog, M

1/4

NAME	CR				
11	18	12	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	1	0	-4	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 30', Perception +2, Stealth +3

Amphibious: Breathe air & water
Standing Leap: Long jump 20', high jump 10'

2
PROF

ACTIONS

Bite: +3, 1d6+1p, grappled & restrained, escape DC 11, can't bite another target
Swallow: <M grappled target, if bite hits, blinded & restrained, 2d4 acid on frog's turn, 1 target only

Giant Goat, L

1/2

NAME	CR				
11	19	11	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	0	1	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Charge: If 20' toward target & hit w/ram, +2d4b & DC 13 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2
PROF

ACTIONS

Ram: +5, 2d4+3b

Giant Hyena, L

1

NAME	CR				
12	45	13	50		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	2	2	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +3

Rampage: If reduce target to 0 HP on turn, bonus action move half speed & bite

2
PROF

ACTIONS

Bite: +5, 2d6+3p

Giant Lizard, L

1/4

NAME	CR				
12	19	10	30/30c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	1	1	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 30'

2
PROF

ACTIONS

Bite: +4, 1d8+2p

Giant Octopus, L

1

NAME	CR				
11	52	14	10/60s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	1	1	-3	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5
Hold Breath: 1 hour out of water
Underwater Camouflage: Adv on Stealth underwater
Water Breathing: Breathe only underwater

2
PROF

ACTIONS

Tentacles: 15', +5, 2d6+3b, grappled & restrained, escape DC 16, can't use tentacles on other target
Ink Cloud (R short/long rest): 20' radius, heavily obscured 1min, Dash bonus action

Giant Owl, L

1/4

NAME	CR				
12	19	15	5/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	2	1	-1	1	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

Flyby: Flying doesn't provoke opportunity attacks
Keen Hearing & Sight: Adv on Perception checks for sight

2
PROF

ACTIONS

Talons: +3, 2d6+1s

Giant Poisonous Snake, M

1/4

NAME	CR				
14	11	12	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
0	4	1	-4	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 10', Perception +2

2
PROF

ACTIONS

Bite: 10', +6, 1d4+4p & DC 11 Con save, 3d6 poison, save half

Giant Rat, S

1/8

NAME	CR				
12	7	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-2	2	0	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell
Pack Tactics: Adv on attacks if ally within 5' of target

2
PROF

ACTIONS

Bite: +4, 1d4+2p

Giant Rat, Diseased, S

1/8

NAME

CR



SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell
Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Bite: +4, 1d4+2p, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

Giant Scorpion, L

3

NAME

CR



SKILLS / TRAITS

Blindsight 60'

Multiattack: 2 claws, 1 sting
Claw: +4, 1d6+2b, grappled, escape DC 12, 2 targets max
Sting: +5, 1d10+2p, & DC 12 Con save, 4d10 poison, save half

2

ACTIONS

Multiattack: 2 claws, 1 sting
Claw: +4, 1d6+2b, grappled, escape DC 12, 2 targets max
Sting: +5, 1d10+2p, & DC 12 Con save, 4d10 poison, save half

Giant Sea Horse, L

1/2

NAME

CR



SKILLS / TRAITS

Charge: If 20' toward target and hit w/ram, +2d6b & DC 11 Str save or prone
Water Breathing: Breathe only underwater

2

ACTIONS

Ram: +3, 1d6+1b

Giant Shark, H

5

NAME

CR



SKILLS / TRAITS

Blindsight 60', Perception +3

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe only underwater

3

ACTIONS

Bite: +9, 3d10+6p

Giant Spider, L

1

NAME

CR



SKILLS / TRAITS

Darkvision 60', blindsight 10', Stealth +7
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2

ACTIONS

Bite: +5, 1d8+3p, DC 11 Con save, 2d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour
Web (5-6): 30/60, +5, restrained, DC 12 Str check escape or burn/cut web*

Giant Toad, L

1

NAME

CR



SKILLS / TRAITS

Darkvision 30'

Amphibious: Breathe air & water
Standing Leap: 20' long jump, 10' high jump

2

ACTIONS

Bite: +4, 1d10+2p & 1d10 poison, grappled & restrained, escape DC 13, can't bite another target
Swallow: <L, if bite hits, blinded & restrained, 3d6 acid on toad's turn, 1 creature

Giant Vulture, L

1

NAME

CR



SKILLS / TRAITS

Perception +3

Keen Sight & Smell: Adv on Perception checks for sight & smell
Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Multiattack: 1 beak, 1 talons

Beak: +4, 2d4+2p
Talons: +4, 2d6+2s

Giant Wasp, M

1/2

NAME

CR



SKILLS / TRAITS

Sting: +4, 1d6+2p, DC 11 Con save, 3d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

2

ACTIONS

Sting: +4, 1d6+2p, DC 11 Con save, 3d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Giant Weasel, M 1/8

NAME CR

13 AC 9 HP 13 PASSIVE PERCEPTION 40 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +3, Stealth +5

Keen Hearing & Smell: Adv on Perception for hearing & smell

2 PROF

ACTIONS
Bite: +5, 1d4+3p

Giant Wolf Spider, M 1/4

NAME CR

13 AC 11 HP 13 PASSIVE PERCEPTION 40/40c SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', blindsight 10', Perception +3, Stealth +7
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2 PROF

ACTIONS
Bite: +3, 1d6+1p, DC 11 Con save, 2d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Gibbering Mouther, M 2

NAME CR

9 AC 67 HP 10 PASSIVE PERCEPTION 10/10s SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', immune: prone
Aberrant Ground: 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn
Gibbering: 20' DC 10 Wis save at start of turn or no reactions & d8: 1-4 no action, 5-6 no action & random move, 7-8 melee random target

2 PROF

ACTIONS
Multitask: 1 bite, 1 Blinding Spittle

Bite: +2, 5d6p, <L DC 10 Str save or prone
Blinding Spittle (5-6): 15', 5' radius DC 13 Dex save or blind until moulder's turn

Glabrezu, L 9

NAME CR

17 AC 157 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 5 DEX 2 CON 5 INT 4 WIS 3 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Innate Spellcasting: DC 16, at will: *darkness*, *detect magic*, *dispel magic*, 1/day each: *confusion*, *fly*, *power word stun*
Magic Resistance: Adv on saves vs magic

4 PROF

ACTIONS
Multitask: 2 pincers, 2 fists, or 2 pincers, 1 spell
Pincer: 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures
Fist: +9, 2d4+2b

Gladiator, M 5

NAME CR

16 AC 112 HP 11 PASSIVE PERCEPTION 30 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Athletics +10, Intimidation +5

Brave: Adv on saves vs frightened
Brute: Extra damage die melee weapons (included)

3 PROF

ACTIONS
Multitask: 3 melee or 2 ranged
Spear: 20/60, +7, 2d6+4p/2d8+4p 2-hands
Shield Bash: +7, 2d4+4b, <L DC 15 Str save or prone
Parry (react): +3 AC vs melee

Gnoll, M 1/2

NAME CR

15 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60'

Rampage: If reduce melee target to 0 HP on turn, bonus action half speed & bite

2 PROF

ACTIONS
Bite: +4, 1d4+2p
Spear: 20/60, +4, 1d6+2p/1d8+2p 2-hands
Longbow: 150/600, +3, 1d8+1p

Gnome, Deep, S 1/2

NAME CR

15 AC 16 HP 12 PASSIVE PERCEPTION 20 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 120', Investigation +3, Perception +2, Stealth +4
Stone Camouflage: Adv on Stealth in rocks
Gnome Cunning: Adv on Int, Wis, Int saves vs magic
Innate Spellcasting: DC 11, at will: *nondetection* (self only), 1/day each: *blindness/deafness*, *blur*, *disguise self*

2 PROF

ACTIONS
War Pick: +4, 1d8+2p
Poisoned Dart: 30/120, +4, 1d4+2p, DC 12 Con save or poisoned 1min/until save

Goat, M 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 40 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Charge: If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2 PROF

ACTIONS
Ram: +3, 1d4+1b

Goblin, S

1/4

NAME	CR				
15	7	9	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-1	2	0	0	-1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6

Nimble Escape: Bonus action
Disengage/Hide

2
PROF

ACTIONS

Scimitar: +4, 1d6+2s

Shortbow: 80/320, +4, 1d6+2p

Gorgon, L

5

NAME	CR				
19	114	14	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
5	0	4	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, immune: petrify

Trampling Charge: If 20' toward target & hit w/gore, DC 16 Str save or prone. If prone, bonus action hooves

3
PROF

ACTIONS

Gore: +8, 2d12+5p

Hooves: +8, 2d10+5b

Petrifying Breath (5-6): 30' cone, DC 13 Con save or restrained. Save again or petrified, *greater restoration* ends

Gray Ooze, M

1/2

NAME	CR				
8	22	8	10/10c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	-2	3	-5	-2	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: acid, cold, fire, immune: blind, charm, deaf, exhaust, fright, prone
Amorphous: >1" no squeezing
Corrode Metal: Nonmagic metal weapon -1 cumulative damage if hits (-5 destroys)
False Appearance: Looks like oil pool/wet rock

2
PROF

ACTIONS

Pseudopod: +3, 1d6+1b & 2d6 acid, nonmagic armor cumulative -1 AC (AC 10 destroys)

Green Hag, M

3

NAME	CR				
17	82	14	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	1	3	1	2	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Arcana +3, Deception +4, Perception +4, Stealth +3

Amphibious: Breathe air & water

Innate Spellcasting: DC 12, at will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry: Mimic sound/voice, DC 14 Insight

2
PROF

ACTIONS

Claws: +6, 2d8+4s

Illusory Appearance: Magical illusion, creature of same general size, DC 20 Investigation discern

Invisible Passage: Turn invisible until attack/cast a spell, concentrate, no evidence of passage

Grick, M

2

NAME	CR				
14	27	12	30/30c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	2	0	-4	2	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic

Stone Camouflage: Adv on Stealth in rocks

2
PROF

ACTIONS

Multiattack: 1 tentacles, if hit, 1 beak same target

Tentacles: +4, 2d6+2s

Beak: +4, 1d6+2p

Griffon, L

2

NAME	CR				
12	59	15	30/80f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	2	3	-4	1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +5

Keen Sight: Adv on Perception for sight

2
PROF

ACTIONS

Multiattack: 1 beak, 1 claws

Beak: +6, 1d8+4p

Claws: +6, 2d6+4s

Green Dragon Wyrmling, M

2

NAME	CR				
17	38	14	30/60f/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	1	1	2	0	1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: poison

Amphibious: Breathe air & water

2
PROF

ACTIONS

Bite: +4, 1d10+2p & 1d6 poison

Poison Breath (5-6): 15' cone, DC 11 Con save, 6d6 poison, save half

Guard, M						1/8
NAME						CR
16 AC	11 HP	12 PASSIVE PERCEPTION	30 SPEED			
STR 1 BONUS	DEX 1 BONUS	CON 1 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS	
SKILLS / TRAITS Perception +2						2 PROF
ACTIONS Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands						

Guardian Naga, L						10
NAME						CR
18 AC	127 HP	14 PASSIVE PERCEPTION	40 SPEED			
STR 4 BONUS	DEX 4 BONUS	CON 3 BONUS	INT 3 BONUS	WIS 4 BONUS	CHA 4 BONUS	
SKILLS / TRAITS Darkvision 60', immune: charm, poison Rejuvenation: If dies, return to life 1d6 days later Spellcasting: See spell card*						4 PROF
ACTIONS Bite: 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half Spit Poison: 15/30, +8, DC 15 Con save, 10d8 poison, save half						

Gynosphinx, L						11
NAME						CR
17 AC	136 HP	18 PASSIVE PERCEPTION	40/60f SPEED			
STR 4 BONUS	DEX 2 BONUS	CON 3 BONUS	INT 4 BONUS	WIS 4 BONUS	CHA 4 BONUS	
SKILLS / TRAITS Truesight 120', Arcana +12, History +12, Perception +8, Religion +8, resist: bps nonmagic, immune: read thoughts/emotions, charm, fright, psychic Spellcasting: See spell card*						4 PROF
ACTIONS Multiattack: 2 claw Claw: +8, 2d8+4s						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

Half-Red Dragon Veteran, M**5**

NAME

CR

18 AC 65 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 60', blindsight 10', Athletics +5, Perception +2, resist: fire

3

PROF

ACTIONS

Multiattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s 2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d6 fire, save half

Harpy, M**1**

NAME

CR

11 AC 38 HP 10 PASSIVE PERCEPTION 20/40f SPEED

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

SKILLS / TRAITS

ACTIONS

Multiattack: 1 claws, 1 club
Claws: +3, 2d4+1s
Club: +3, 1d4+1b
Luring Song: 300', DC 11 Wis save or charmed & move toward harpy while singing (bonus action continue)/until save, then immune

2

PROF

Hawk, T**0**

NAME

CR

13 AC 1 HP 14 PASSIVE PERCEPTION 10/60f SPEED

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

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

2

PROF

ACTIONS

Talons: +5, 1s

Hell Hound, M**3**

NAME

CR

15 AC 45 HP 15 PASSIVE PERCEPTION 50 SPEED

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

SKILLS / TRAITS

Darkvision 60', Perception +5, immune: fire
Keen Hearing & Smell: Adv on Perception for hearing & smell
Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Bite: +5, 1d8+3p & 2d6 fire
Fire Breath (5-6): 15' cone, DC 12 Dex save, 6d6 fire, save half

Hezrou, L**8**

NAME

CR

16 AC 136 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, pbs nonmagic, immune: poison
Magic Resistance: Adv on saves vs spells
Stench: If start turn in 10', DC 14 Con save or poisoned until next turn, save immune

3

PROF

ACTIONS

Multiattack: 1 bite, 2 claws

Bite: +7, 2d10+4p
Claw: +7, 2d6+4s

Hill Giant, H**5**

NAME

CR

13 AC 105 HP 12 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS

Perception +2

3

PROF

ACTIONS

Multiattack: 2 greatclub

Greatclub: 10', +8, 3d8+5b
Rock: 60/240, +8, 3d10+5b

Hippogriff, L**1**

NAME

CR

11 AC 19 HP 34 PASSIVE PERCEPTION 40/60f SPEED

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

SKILLS / TRAITS

Perception +5

Keen Sight: Adv on Perception for sight

2

PROF

ACTIONS

Multiattack: 1 beak, 1 claws

Beak: +5, 1d10+3p
Claws: +5, 2d6+3s

Hobgoblin, M**1/2**

NAME

CR

18 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 60'

Martial Advantage: 1/turn, +2d6 damage if target within 5' of ally

2

PROF

ACTIONS

Longsword: +3, 1d8+1s/1d10+1s 2-hands
Longbow: 150/600, +3, 1d8+1p

Homunculus, T

0

NAME	CR
AC 13	HP 5
PASSIVE PERCEPTION 10	SPEED 20/40f
STR -3	DEX 2
CON 0	INT 0
WIS 0	CHA -2

SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane

2

ACTIONS

Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Horned Devil, L

11

NAME	CR
AC 18	HP 148
PASSIVE PERCEPTION 13	SPEED 20/60f
STR 6	DEX 3
CON 5	INT 1
WIS 3	CHA 3

SKILLS / TRAITS

Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic

4

ACTIONS

Multiattack: 2 fork, 1 tail, replace any w/Hurl Flame
Fork: 10', +10, 2d8+6p
Tail: 10', +10, 1d8+6p, DC 17 Con save or lose cumulative 3d6 HP ongoing (DC 12 Medicine/magic healing ends)
Hurl Flame: 150', +7, 4d6 fire (spell)

Hunter Shark, L

2

NAME	CR
AC 12	HP 45
PASSIVE PERCEPTION 12	SPEED 40s
STR 4	DEX 1
CON 2	INT -5
WIS 0	CHA -3

SKILLS / TRAITS

Blindsight 30', Perception +2

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe water only

2

ACTIONS

Bite: +6, 2d8+4p

Hydra, H

8

NAME	CR
AC 15	HP 172
PASSIVE PERCEPTION 16	SPEED 30/30s
STR 5	DEX 1
CON 5	INT -4
WIS 0	CHA -2

SKILLS / TRAITS

Darkvision 60', Perception +6

Hold Breath: 1 hour

Multiple Heads: 5 heads, 2+ adv vs blind, charm, deaf, fright, stun, unconscious. 1 dies if 25 damage, hydra dies if all. End of turn grow 2 unless fire & regain 10 HP/head

Reactive Heads: 1 opportunity attack per head
Wakeful: Min. 1 head awake while others sleep

3

ACTIONS

Multiattack: 1 bite per head

Bite: 10', +8, 1d10+5p

Hyena, M

0

NAME	CR
AC 11	HP 5
PASSIVE PERCEPTION 13	SPEED 50
STR 0	DEX 1
CON 1	INT -4
WIS 1	CHA -3

SKILLS / TRAITS

Perception +3

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Bite: +2, 1d6p

NAME	CR
AC	HP
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA

SKILLS / TRAITS

ACTIONS

NAME	CR
AC	HP
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA

SKILLS / TRAITS

ACTIONS

NAME	CR
AC	HP
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA

SKILLS / TRAITS

ACTIONS

Ice Devil, L						14
NAME						CR
18	180	12	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
5	2	4	4	2	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', blindsight 60', resist: bps nonmagic/nonsilver; immune: cold, fire, poison Devil's Sight: See in magical darkness Magic Resistance: Adv on saves vs magic						
ACTIONS Multiattack: 1 bite, 1 claws, 1 tail Bite: +10, 2d6+5p & 3d6 cold Claws: +10, 2d4+5s & 3d6 cold Tail: 10', +10, 2d6+5b & 3d6 cold Wall of Ice (R 6): 60', 30'x10'x1' wall/20' diameter dome, 1min, DC 17 Dex save, 10d6 cold , save half*						

Ice Mephit, S						1/2
NAME						CR
11	21	12	30/30f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-2	1	0	-1	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +2, Stealth +3, vuln: b, fire, immune: cold, poison Death Burst: On death, 5' DC 10 Dex save, 1d8s, save half False Appearance: Looks like ice shard Innate Spellcasting (1/day): <i>fog cloud</i>						
ACTIONS Claws: +3, 1d4+1s & 1d4 cold Frost Breath (R 6): 15' cone, DC 10 Dex save, 2d4 cold, save half						

Imp, T						1
NAME						CR
13	10	11	20/40f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-2	3	1	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', Deception +4, Insight +3, Persuasion +4, Stealth +5, resist: bps nonmagic/nonsilver; immune: fire, poison Shapechanger: Polymorph into rat, raven, spider Devil's Sight: See in magical darkness Magic Resistance: Adv on saves vs magic						
ACTIONS Sting: +5, 1d4+3p, DC 11 Con save, 3d6 poison, save half Invisibility: Turn invisible until attack/concentration ends						

Invisible Stalker, M						6
NAME						CR
14	104	18	50/50f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	4	2	0	2	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +8, Stealth +10, resist: bps nonmagic; immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious Invisibility: Invisible Faultless Tracker: Know direction/distance to quarry if on same plane						
ACTIONS Multiattack: 2 slam Slam: +6, 2d6+3b						

Iron Golem, L						16
NAME						CR
20	210	10	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
7	-1	5	-4	0	-5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine Fire Absorption: Fire damage heals Magic Resistance: Adv on saves vs magic						
ACTIONS Multiattack: 2 melee Slam: +13, 3d8+7b (magic) Sword: 10', +13, 3d10+7s (magic) Poison Breath (R 6): 15' cone, DC 19 Con save, 10d8 poison, save half						

Jackal, S						0
NAME						CR
12	3	13	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-1	2	0	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3 Keen Hearing & Smell: Adv on Perception checks for hearing & sight Pack Tactics: Adv on attack if ally within 5' of target						
ACTIONS Bite: +1, 1d4-1p						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

Killer Whale, *H*

3

NAME

CR

12

90

13

60s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

1

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 120', Perception +3

Echolocation: No blindsight while deaf

Hold Breath: 30min

Keen Hearing: Adv on Perception for hearing

2

ACTIONS

Bite: +6, 5d6+4p

Knight, *M*

3

NAME

CR

18

52

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

2

0

0

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Brave: Adv on saves vs frightened

2

ACTIONS

Multiaffack: 2 melee

Greatsword: +5, 2d6+3s

Heavy Crossbow: 100/400, +2, 1d10p

Leadership (R short/long rest): 30', 1min, +d4 attack/save

Parry (react): +2 AC vs melee

Kobold, *S*

1/8

NAME

CR

12

5

8

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

-1

-1

-2

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Sunlight Sensitivity: In sunlight, disady on attacks & Perception for sight

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Dagger: +4, 1d4+2p

Sling: 30/120, +4, 1d4+2b

Kraken, *G*

23

NAME

CR

18

472

14

20/60s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

10

0

7

6

4

5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', immune: fright, lightning, paralyze, bps nonmagic, magical restrain, magical speed reduce

Amphibious: Breathe air & water

Freedom of Movement: Ignore difficult terrain, 5' to escape grapple or restrain

Siege Monster: Double damage to objects

7

ACTIONS

Multiaffack: 3 tentacle/Fling

Bite: +17, 3d8+10p, if <H & grappled, swallow: blind, restrain, 12d6 acid ongoing. If target 50+ damage 1 turn, kraken DC 25 Con save or exit

Tentacle: 30', +17, 3d6+10b, grapple & restrain escape DC 18 (10 max)

Fling: <H thrown 60' & prone, 1d6b/10', 2nd target DC 18 Dex save or same damage & prone

Lightning Storm: 120', 3 bolts, DC 23 Dex, 4d10 lightning, save half

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

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CHA

BONUS

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SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

BONUS

SKILLS / TRAITS

ACTIONS

Lamia, L						4
NAME						CR
13	97	12	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	1	2	2	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Deception +7, Insight +4, Stealth +3 Innate Spellcasting: DC 13, at will: <i>disguise self</i> (any humanoid form), <i>major image</i> , 3/day each: <i>charm person</i> , <i>mirror image</i> , <i>scrying</i> , <i>suggestion</i> , 1/day: <i>geas</i>						
ACTIONS Multiattack: 1 claws, 1 dagger/Intoxicating Touch Claws: +5, 2d10+3s Dagger: +5, 1d4+3p Intoxicating Touch: +5, disadv on Wis saves & ability checks, 1hour (spell)						

Lemure, M						0
NAME						CR
7	13	34	15			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	-3	0	-5	0	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', resist: cold, immune: charm, fire, fright, poison Devil's Sight: See in magical darkness Hellish Rejuvenation: If dies in Nine Hells, revive in 1d10 days unless <i>bless</i> /holy water						
ACTIONS Fist: +3, 1d4b						

Lich, M						21
NAME						CR
17	135	19	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	3	3	5	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagic, charm, exhaust, fright, paralyze, poison Legendary Resistance (3/day): Pass a failed save Rejuvenation: If phylactery, revive in 1d10 days Spellcasting: See spell card* Turn Resistance: Adv vs turn undead						
ACTIONS Paralyzing Touch: +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell)						

Lion, L						1
NAME						CR
12	26	13	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	1	-4	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3, Stealth +6 Keen Smell: Adv on Perception for smell Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite Running Leap: Long jump 25' w/10' start						
ACTIONS Bite: +5, 1d8+3p Claw: +5, 1d6+3s						

Lizard, T						0
NAME						CR
10	2	9	20/20c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-4	0	0	-5	-1	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 30'						
ACTIONS Bite: +0, 1p						

Lizardfolk, M						1/2
NAME						CR
15	22	13	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	0	1	-2	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3, Stealth +4, Survival +5 Hold Breath: 15min						
ACTIONS Multiattack: 2 different melee Bite: +4, 1d6+2p Heavy Club: +4, 1d6+2b Javelin: 30/120, +4, 1d6+2p Spiked Shield: +4, 1d6+2p						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

Aboleth

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Phantasmal Force: 60', cast *phantasmal force* on any number of creatures, no other lair actions while concentrating, save immune

Water Surge: (Can't use until uses another lair action) water pools within 90', creatures within 20' of them DC 14 Str save or pulled 20' to water & prone

Rage: (Can't use until uses another lair action) creatures in water 90', DC 14 Wis save or **2d6 psychic**

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Swipe: 1 tail

Psychic Drain (2 actions): 1 charmed creature **3d6 psychic** & aboleth regains HP equal to damage

Adult Black Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Water Surge: 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

Insect Swarm: 20' radius within 120', light obscure, DC 15 Con save, **3d6p**, save half, **3d6p** if end turn in cloud

Darkness: 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

Adult Blue Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Ceiling Collapse: 120', 1 target, DC 15 Dex save or **3d6b** & prone, buried, restrained, suffocate, exit DC 10 Str check

Sand Cloud: 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

Lightning Arcs: 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, **3d6 lightning**

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

Adult Brass Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Wind: 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

Sand Cloud: 20' radius within 120', DC 15 Con save or blind 1min/until save

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

Adult Bronze Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As *fog cloud* spell until initiative 20 next round

Thunderclap: 20' radius within 120', DC 15 Con save or **1d10 thunder** & deaf until end of creature's next turn

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

Adult Copper Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Stone Spikes: 20' radius within 120', as *spike growth* spell until death/uses this action again

Create Mud: 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

Adult Gold Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Glimpse Future: Adv on attacks, ability checks & saves until initiative 20 next round

Banish: 120', 1 target, DC 15 Cha save or banished to dream plane, contested Cha check vs dragon as action to exit, ends initiative 20 next round, reappear in space or nearest unoccupied

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 22 Dex save or **2d6+8b** & prone, fly half speed

Adult Green Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Grasping Roots: 20' radius within 120', difficult terrain, DC 15 Str save or restrained, DC 15 Str check as action exit, until death/uses this action again

Thorn Wall: 60'x10'x5' within 120', DC 15 Dex save. **4d8p** & pushed 5' out of wall's space. 1' move costs 4'; DC 15 Dex save if contact, **4d8p**, save half. Per 10': AC 5, 15 HP, resist bps, vuln fire, immune psychic. Until death/uses this action again

Beguiling Fog: 120', 1 target, DC 15 Wis save or charm until initiative 20 next round

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

Adult Red Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Magma Geyser: 20'x5' geyser within 120', DC 15 Dex save, **6d6 fire**, save half

Tremor: 60' radius, creatures on ground DC 15 Dex save or prone

Volcanic Gases: 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 22 Dex save or **2d6+8b** & prone, fly half speed

Adult Silver Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As *fog cloud* spell until initiative 20 next round

Icy Wind: 120', DC 15 Con save or **1d10 cold**, extinguish open flames, 50% extinguish shielded flames, disperse gases

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 21 Dex save or **2d6+8b** & prone, fly half speed

Adult White Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Freezing Fog: 20' radius within 120', heavy obscure, DC 10 Con save, **3d6 cold**, save half, **3d6 cold** if end turn in cloud, until death/uses this action again/wind disperses

Ice Shards: 3 targets within 120', **+7, 3d6p**

Wall of Ice: 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

Ancient Black Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Water Surge: 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

Insect Swarm: 20' radius within 120', light obscure, DC 15 Con save, **3d6p**, save half, **3d6p** if end turn in cloud

Darkness: 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

Ancient Blue Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Ceiling Collapse: 120', 1 target, DC 15 Dex save or **3d6b** & prone, buried, restrained, suffocate, exit DC 10 Str check

Sand Cloud: 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

Lightning Arcs: 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, **3d6 lightning**

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

Ancient Brass Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Wind: 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

Sand Cloud: 20' radius within 120', DC 15 Con save or blind 1min/until save

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 22 Dex save or **2d6+8b** & prone, fly half speed

Ancient Bronze Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As *fog cloud* spell until initiative 20 next round

Thunderclap: 20' radius within 120', DC 15 Con save or **1d10 thunder** & deaf until end of creature's next turn

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

Ancient Copper Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Stone Spikes: 20' radius within 120', as *spike growth* spell until death/uses lair action again

Create Mud: 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

Ancient Gold Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Glimpse Future: Adv on attacks, ability checks & saves until initiative 20 next round

Banish: 120', 1 target, DC 15 Cha save or banished to dream plane, contested Cha check vs dragon as action to exit, ends initiative 20 next round, reappear in space or nearest unoccupied

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

Ancient Green Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Grasping Roots: 20' radius within 120', difficult terrain, DC 15 Str save or restrained, DC 15 Str check as action exit, until death/uses this action again

Thorn Wall: 60'x10'x5' within 120', DC 15 Dex save, **4d8p** & pushed 5' out of wall's space. 1' move costs 4; DC 15 Dex save if contact, **4d8p**, save half. Per 10': AC 5, 15 HP, resist bps, vuln fire, immune psychic. Until death/uses this action again

Beguiling Fog: 120', 1 target, DC 15 Wis save or charm until initiative 20 next round

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

Ancient Red Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Magma Geyser: 20'x5' geyser within 120', DC 15 Dex save, **6d6 fire**, save half

Tremor: 60' radius, creatures on ground DC 15 Dex save or prone

Volcanic Gases: 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

Ancient Silver Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As fog cloud spell until initiative 20 next round

Icy Wind: 120', DC 15 Con save or **1d10 cold**, extinguish open flames, 50% extinguish shielded flames, disperse gases

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

Ancient White Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Freezing Fog: 20' radius within 120', heavy obscure, DC 10 Con save, **3d6 cold**, save half, **3d6 cold** if end turn in cloud, until death/uses this action again/wind disperses

Ice Shards: 3 targets within 120', +7, **3d6p**

Wall of Ice: 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 22 Dex save or **2d6+8b** & prone, fly half speed

Androsphinx

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Use each effect 1x per short/long rest:

Alter Time: All creatures reroll initiative, sphinx may choose to reroll

Change Age: All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

Leap Time: Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

Plane Shift: Self & <8 targets plane shift, bonus action return

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Claw Attack: 1 claw

Teleport (2 actions): Teleport 120'

Cast a Spell (3 actions): Cast a spell

Gynosphinx

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Use each effect 1x per short/long rest:

Alter Time: All creatures reroll initiative, sphinx may choose to reroll

Change Age: All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

Leap Time: Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

Plane Shift: Self & <8 targets plane shift, bonus action return

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Claw Attack: 1 claw

Teleport (2 actions): Teleport 120'

Cast a Spell (3 actions): Cast a spell

Kraken

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Current: 60', DC 23 Str save, pushed 60', save pushed 10'

Vulnerability: 60', creatures in water vuln lightning until initiative 20 next round

Electric Charge: 120', DC 23 Con save, **3d6 lightning**, save half

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Tentacle Attack or Fling: 1 tentacle attack or Fling

Lightning Storm (2 actions): Lightning Storm

Ink Cloud (3 actions): 60' radius ink, DC 23 Con save, **3d10 poison**, save half, disperses end of kraken's next turn

Lich

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Arcane Recovery: Regains spell slot of d8 level
Necrotic Conduit: 30', 1 target, when lich takes damage DC 18 Con save or target takes half & lich takes half, until initiative 20/target leaves lair
Summon Spirits: 60', 1 target, DC 18 Con save, 15d6 necrotic, save half

LEGENDARY ACTIONS

3
ACTIONS

NOTES

Cantrip: Cast a cantrip
Paralyzing Touch (2 actions): Paralyzing Touch
Frightening Gaze (2 actions): 10', 1 target, DC 18 Wis save or frightened 1 min/until save, save immune
Disrupt Life (3 actions): 20', living creatures, DC 18 Con save, 6d6 necrotic, save half

Mummy Lord

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Undead Sense: Undead can pinpoint location of living within 120' until initiative 20 next round
Resist Turning: Undead adv vs turning until initiative 20 next round
Punish Spellcasters: If non-undead casts spell <5th lvl, may choose other action or DC 16 Con save, on fail spell has no effect & 1d6 necrotic per spell lvl

LEGENDARY ACTIONS

3
ACTIONS

NOTES

Attack: 1 rotting fist/Dreadful Glare
Blinding Dust: 5', DC 16 Con save or blinded until end of creature's next turn
Blasphemous Word (2 actions): 10', non-undead, DC 16 Con save or stunned until end of mummy lord's next turn
Channel Negative Energy (2 actions): 60', including behind barriers/corners, no HP regain until end of mummy lord's next turn
Whirlwind of Sand (2 actions): Move 60', while moving immune: damage, grapple, petrify, prone, restrain, stun

Solar

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

NOTES

Teleport: Teleport 120'
Searing Burst (2 actions): 10' radius, each creature of choice DC 23 Dex save, 4d6 fire & 4d6 radiant, save half
Blinding Gaze (3 actions): 30', 1 creature, DC 15 Con save or blinded, lesser restoration ends

LEGENDARY ACTIONS

3
ACTIONS

Tarrasque

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

NOTES

Attack: 1 claw/tail
Move: Move half speed
Chomp (2 actions): 1 bite/Swallow

LEGENDARY ACTIONS

3
ACTIONS

Unicorn

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

LEGENDARY ACTIONS

3
ACTIONS

NOTES

Hooves: 1 hooves
Shimmering Shield (2 actions): 60', self or 1 creature, +2 AC until end of unicorn's next turn
Heal Self (3 actions): regain 2d8+2 HP

Vampire

NAME

LAIR ACTIONS

20
INITIATIVE

NOTES

LEGENDARY ACTIONS

3
ACTIONS

NOTES

Move: Move speed, doesn't provoke opportunity attacks
Unarmed Strike: 1 unarmed strike
Bite (2 actions): 1 bite

LAIR ACTIONS

NOTES

LEGENDARY ACTIONS

NOTES

LAIR ACTIONS

NOTES

LEGENDARY ACTIONS

NOTES

Mage, M

6

NAME

CR



SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3

PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Magma Mephit, S

1/2

NAME

CR



SKILLS / TRAITS

Darkvision 60', Stealth +3, vuln: cold, immune: fire, poison

Death Burst: On death, 5' DC 11 Dex save, 2d6 fire, save half

False Appearance: Looks like magma
Innate Spellcasting (1/day): DC 10, *heat metal*

2

PROF

ACTIONS

Claws: +3, 1d4+1s & 1d4 fire
Fire Breath (R 6): 15' cone, DC 11 Dex save, 2d6 fire, save half

Magmin, S

1/2

NAME

CR



SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: fire

Death Burst: On death, 10' DC 11 Dex save, 2d6 fire, save half

Ignited Illumination: Bonus action ablaze/extinguish. Ablaze 10' bright light, 10' dim

2

PROF

ACTIONS

Touch: +4, 2d6 fire, 1d6 fire ongoing until douse

Mammoth, H

6

NAME

CR



SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 18 Str save or prone & bonus action stomp

3

PROF

ACTIONS

Gore: 10', +10, 4d8+7p
Stomp: prone target, +10, 4d10+7b

Manticore, L

3

NAME

CR



SKILLS / TRAITS

Darkvision 60'

Tail Spike Regrowth: 24 spikes, all regrow after long rest

2

PROF

ACTIONS

Multiattack: 1 bite, 2 claws or 3 tail spike

Bite: +5, 1d8+3p

Claw: +5, 1d6+3s

Tail Spike: 100/200, +5, 1d8+3p

Marilith, L

16

NAME

CR



SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

Reactive: 1 reaction per turn in combat

5

PROF

ACTIONS

Multiattack: 6 longsword, 1 tail Longsword: +9, 2d8+4s

Tail: 10', +9, 2d10+4b, <L grappled & restrained escape DC 19, auto-hit w/tail, can only hit target

Teleport: 120'

Parry (react): +5 AC vs melee

Mastiff, M

1/8

NAME

CR



SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

PROF

ACTIONS

Bite: +3, 1d6+1p, DC 11 Str save or prone

Medusa, M

6

NAME

CR



SKILLS / TRAITS

Darkvision 60', Deception +5, Insight +4, Perception +4, Stealth +5

Petrifying Gaze: If creature starts turn within 30' & can see medusa's eyes, DC 14 Con save or restrained (if fail >4, petrified). Repeat or petrified. Medusa targets self in mirror

3

PROF

ACTIONS

Multiattack: 1 snake hair, 2 shortsword or 2 longbow

Snake Hair: +5, 1d4+2p & 4d6 poison

Shortsword: +5, 1d6+2p

Longbow: 150/600, +5, 1d8+2p & 2d6 poison

Merfolk, M

1/8

NAME

CR

11

11

12

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water

2

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p

2-hands

Merrow, L

2

NAME

CR

13

45

10

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water

2

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon

Bite: +6, 1d8+4p

Claws: +6, 2d4+4s

Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Mimic, M

2

NAME

CR

12

58

11

15

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

-3

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +5, immune: acid, prone

Shapechanger: Polymorph into object or true form

Adhesive (Object Form): If touch, adhere. <H grappled, escape DC 13 w/disadv

False Appearance (Object Form): Looks like object

Grappler: Adv on attacks vs grappled creatures

2

ACTIONS

Pseudopod: +5, 1d8+3b, if object form, Adhesive

Bite: +5, 1d8+3p & 1d8 acid

Minotaur, L

3

NAME

CR

14

76

17

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

-2

3

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +7

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

Labyrinthine Recall: Remember any path

Reckless: Can have adv on all melee attacks, grants adv to others' attacks that target minotaur until start of minotaur's next turn

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Minotaur Skeleton, L

2

NAME

CR

12

67

9

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-2

-1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Mule, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

1

-4

0

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Beast of Burden: Carrying capacity as though L

Sure-Footed: Adv on Str/Dex saves vs prone

2

ACTIONS

Hooves: +2, 1d4+2b

Mummy, M

3

NAME

CR

11

58

10

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

-1

2

-2

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', vuln: fire, resist: bps nonmag, immune: charm, exhaust, fright, necrotic, paralyze, poison

2

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +5, 2d6+3b & 3d6 necrotic, DC 12

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 11 Wis save or frightened 1 round. Fail >4 paralyze, save immune

Mummy Lord, M

15

NAME

CR

17

97

14

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

0

4

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', History +5, Religion +5, vuln: fire, immune: charm, exhaust, fright, necrotic, paralyze, poison, bps nonmag

Magic Resistance: Adv on saves vs magic

Rejuvenation: If heart intact, revive 1 day after death

Spellcasting: See spell card*

5

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +9, 3d6+4b & 6d6 necrotic, DC 16

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 16 Wis save or frightened 1 round. Fail >4 paralyze, save immune

Nalfeshnee, L

13

NAME

CR

18

184

11

20/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

6

4

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multiattack: Horror Nimbus, 1 bite, 2 claws
Bite: +10, 5d10+5p
Claw: 10', +10, 3d6+5s
Horror Nimbus (5-6): 15', DC 15 Wis save or frightened 1min/untill save, save immune
Teleport: Teleport 120'

Night Hag, M

5

NAME

CR

17

112

16

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

3

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, Perception +6, Stealth +6, resist: cold, fire, bps nonmagic/nonsilver, immune: charm
Innate Spellcasting: DC 14, +6, at will: detect magic, magic missile, 2/day each: plane shift (self only), ray of enfeeblement, sleep
Magic Resistance: Adv on saves vs magic

3

ACTIONS

Claws (Hag Form): +7, 2d8+4s
Change Shape: Polymorph into female humanoid
Etherealness: Enter/exit Ethereal Plane
Nightmare Haunting (1/day): On Ethereal, touch sleeping humanoid 1 hour, no benefits from rest & HP max reduced 1d10 (die if 0), greater restoration removes

Nightmare, L

3

NAME

CR

13

68

11

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Immune: fire

Confer Fire Resistance: Grant fire resistance to rider
Illumination: 10' bright light, 10' dim

2

ACTIONS

Hooves: +6, 2d8+4b & 2d6 fire
Ethereal Stride: Nightmare & up to 3 willing targets in 5' enter/exit Ethereal Plane

Noble, M

1/8

NAME

CR

15

9

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

0

1

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

ACTIONS

Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

Ochre Jelly, L

2

NAME

8 AC 45 HP 8 PASSIVE PERCEPTION 10/10c SPEED

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

SKILLS / TRAITS
Blindsight 60', resist: acid, immune: blind, charm, deaf, exhaust, fright, lightning, prone, slashing
Amorphous: >1" no squeezing
Spider Climb: Climb difficult surfaces

2
PROF

ACTIONS

Pseudopod: +4, 2d6+2b & 1d6 acid
Split (react): If >S jelly dealt lightning or slashing & has 10 HP, split into 2 smaller

Octopus, S

0

NAME

12 AC 3 HP 12 PASSIVE PERCEPTION 5/30s SPEED

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

SKILLS / TRAITS
Darkvision 30', Perception +2, Stealth +4
Hold Breath: 30min out of water
Underwater Camouflage: Adv on Stealth underwater
Water Breathing: Breathe only

2
PROF

ACTIONS

Tentacles: +4, 1b & grappled, escape DC 10, can't use tentacles on other target
Ink Cloud (R short/long rest): 5' radius, heavily obscured 1min, Dash bonus action

Ogre, L

2

NAME

11 AC 59 HP 8 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS
Darkvision 60'

2
PROF

ACTIONS

Greatclub: +6, 2d8+4b
Javelin: 30/120, +6, 2d6+4p

Ogre Zombie, L

2

NAME

8 AC 85 HP 8 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', immune: poison

Undead Fortitude: If reduced to 0 HP by nonradiant noncrit, Con save DC 5 + damage to go to 1 HP

2
PROF

ACTIONS

Morningstar: +6, 2d8+4b

Oni, L

7

NAME

16 AC 110 HP 14 PASSIVE PERCEPTION 30/30f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS
Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*
Regeneration: If at least 1 HP on turn, regain 10 HP

3
PROF

ACTIONS

Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Orc, M

1/2

NAME

13 AC 15 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', Intimidation +2

Aggressive: Bonus action move speed toward enemy

2
PROF

ACTIONS

Greataxe: +5, 1d12+3s
Javelin: 30/120, +5, 1d6+3p

Otyugh, L

5

NAME

14 AC 114 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 120'

Limited Telepathy: 120', transmit simple telepathic message/image

3
PROF

ACTIONS

Multiattack: 1 bite, 2 tentacles
Bite: +6, 2d8+3p, DC 15 Con save or poisoned & 1/day save or HP max reduced 1d10 (die if 0)
Tentacle: 10', +6, 1d8+3b & 1d8p, <L grappled & restrained, escape DC 13 (2 max)
Tentacle Slam: Grappled target, DC 14 Con save or 2d6+3b & stunned 1 round, save half & no stun

Owl, T

0

NAME

11 AC 1 HP 13 PASSIVE PERCEPTION 5/60f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS
Darkvision 120', Perception +3, Stealth +3
Flyby: Flying doesn't provoke opportunity attacks

Keen Hearing & Sight: Adv on Perception for hearing & sight

2
PROF

ACTIONS

Talons: +3, 1s

Owlbear, L										3	
NAME											CR
13		59		13		40					
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
5	1	3	-4	1	-2						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
Darkvision 60', Perception +3											
Keen Sight & Smell: Adv on Perception for sight & smell											
2											
PROF											
ACTIONS											
Multiattack: 1 beak, 1 claws											
Beak: +7, 1d10+5p											
Claws: +7, 2d8+5s											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

NAME											CR
AC		HP		PASSIVE PERCEPTION		SPEED					
STR	DEX	CON	INT	WIS	CHA						
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS						
SKILLS / TRAITS											
PROF											
ACTIONS											

Panther, M

1/4

NAME

CR

12

13

14

50/40c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

0

-4

2

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +4, Stealth +6
Keen Smell: Adv on Perception for smell
Pounce: If 20' toward target & hit w/claw, DC 12 Str save or prone & bonus action bite

2

PROF

ACTIONS

Bite: +4, 1d6+2p
Claw: +4, 1d4+2s

Pegasus, L

2

NAME

CR

12

59

16

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

2

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +6

2

PROF

ACTIONS

Hooves: +6, 2d6+4b

Phase Spider, L

3

NAME

CR

13

32

10

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

1

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6
Ethereal Jaunt: Bonus action enter/exit Ethereal Plane
Spider Climb: Climb difficult surfaces no check
Web Walker: Move normally in webbing

2

PROF

ACTIONS

Bite: +4, 1d10+2p, DC 11 Con save, 4d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Pit Fiend, L

20

NAME

CR

19

300

14

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

7

6

4

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmagic nonsilver, immune: fire, poison
Fear Aura: 20', DC 21 Wis save or frightened until creature's next turn, save immune
Magic Resistance: Adv on saves vs magic
Innate Spellcasting: DC 21, at will: *detect magic*, *fireball*, 3/day each: *hold monster*, *wall of fire*

6

PROF

ACTIONS

Multitask: 1 bite, 1 claw, 1 mace, 1 tail
Bite: +14, 4d6+8p, DC 21 Con save or poisoned, can't regain HP & 6d6 poison ongoing/until save (magic)
Claw: 10', +14, 2d8+8s (magic)
Mace: 10', +14, 2d6+8b (magic)
Tail: 10', +14, 3d10+8b (magic)

Planetar, L

16

NAME

CR

19

200

21

40/120f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

5

7

4

6

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', Perception +11, resist: radiant, bps nonmagic, immune: charm, exhaust, fright
Divine Awareness: Knows if it hears a lie
Innate Spellcasting: DC 20, at will: *detect evil and good*, *invisibility* (self only), 3/day each: *blade barrier*, *dispel evil and good*, *flame strike*, *raise dead*, 1/day each: *commune*, *control weather*, *insect plague*
Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multitask: 2 melee
Greatsword: +12, 4d6+7s & 5d8 radiant (magic)
Healing Touch (4/day): Target regains 6d8+3 HP, end curse, disease, poison, blind, deaf

Plesiosaurus, L

2

NAME

CR

13

68

13

20/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Hold Breath: 1 hour

2

PROF

ACTIONS

Bite: 10', +6, 3d6+4p

Poisonous Snake, T

1/8

NAME

CR

13

2

10

30/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

3

0

-5

0

-4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 10'

2

PROF

ACTIONS

Bite: +5, 1p, DC 10 Con save, 2d4 poison, save half

Polar Bear, L

2

NAME

CR

12

42

13

40/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

3

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

PROF

ACTIONS

Multitask: 1 bite, 1 claws

Bite: +7, 1d8+5p
Claws: +7, 2d6+5s

Pony, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

1

-4

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Hooves: +4, 2d4+2b

Priest, M

2

NAME

CR

13

27

13

25

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

1

1

3

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

Divine Eminence: Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st

Spellcasting: See spell card*

2

PROF

ACTIONS

Mace: +2, 1d6b

Pseudodragon, T

1/4

NAME

CR

13

7

13

15/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

1

0

1

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +3, Stealth +4

Keen Senses: Adv on Perception for sight, hearing, & smell

Magic Resistance: Adv on saves vs magic

Limited Telepathy: 100' telepathically communicate simple ideas, emotions, & images

2

PROF

ACTIONS

Bite: +4, 1d4+2p

Sting: +4, 1d4+2p, DC 11 Con save or poisoned 1 hour: Fail >4 also unconscious

Purple Worm, G

15

NAME

CR

18

247

9

50/30b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

9

-2

6

-5

-1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Tremorsense 60', blindsight 30'

Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel

5

PROF

ACTIONS

Multiattack: 1 bite, 1 stinger

Bite: 10', +9, 3d8+9p, <H DC 19 Dex save or swallowed, blinded & restrained, 6d6 acid ongoing. If target deals 30+ damage 1 turn, worm DC 21 Con save or exit

Tail Stinger: 10', +9, 3d6+9p, DC 19 Con save, 12d6 poison, save half

Lorem ipsum

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

Quasit, T

1

NAME	CR				
13	7	10	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-3	3	0	-2	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 120', Stealth +5, resist: cold, fire, lightning, bps nonmagic, immune: poison
Shapechanger: Polymorph into bat, centipede, or toad
Magic Resistance: Adv on saves vs magic

2
PROF

ACTIONS

Claws/Bite: +4, 1d4+3, DC 10 Con save or 2d4 poison & poisoned 1min/untill save
Scare (1/day): 20', 1 target, DC 10 Wis save or frightened 1min/untill save (diasdv if sees quasit)
Invisibility: Magically invisible until attack, Scare, or concentration ends

Quipper, T

0

NAME	CR				
13	1	8	40s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-4	3	-1	-5	-2	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60'

Blood Frenzy: Adv on melee vs wounded
Water Breathing: Breathe water only

2
PROF

ACTIONS

Bite: +5, 1p

Rakshasa, M

13

NAME	CR				
16	110	13	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	3	4	1	3	5
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Deception +10, Insight +8, vuln: p magic weapon wielded by good, immune: bps nonmagic
Limited Magic Immunity: Immune to spells 6th lvl or lower, adv on saves vs other magic
Innate Spellcasting: See spell card*

5
PROF

ACTIONS

Multitattack: 2 claw

Claw: +7, 2d6+2s & no benefit from short & long rests, *remove curse* ends

Rat, T

0

NAME	CR				
10	1	10	20		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-4	0	-1	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Bite: +0, 1p

Raven, T

0

NAME	CR				
12	1	13	10/50f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-4	2	-1	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +3

Mimicry: Mimic simple sound, DC 10
 Insight to detect mimicry

2
PROF

ACTIONS

Beak: +4, 1p

Red Dragon Wyrmling, M

4

NAME	CR				
17	75	14	30/30c/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	0	3	1	0	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: fire

2
PROF

ACTIONS

Bite: +6, 1d10+4p & 1d6 fire
Fire Breath (5-6): 15' cone, DC 13
 Dex save, 7d6 fire, save half

Reef Shark, M

1/2

NAME	CR				
12	22	12	40s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	1	1	-5	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', Perception +2
Pack Tactics: Adv on attacks if ally within 5' of target
Water Breathing: Breathe water only

2
PROF

ACTIONS

Bite: +4, 1d8+2p

Remorhaz, H

11

NAME	CR				
17	195	10	30/20b		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
7	1	5	-3	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60', immune: cold, fire

Heated Body: Touch/hit within 5', 3d6 fire

4
PROF

ACTIONS

Bite: 10', +11, 6d10+7p & 3d6 fire, grappled & restrained, escape DC 17, can't bite another target
Swallow: <L grappled, bite attack, if hits, blinded & restrained & 6d6 acid ongoing. If target 30+ damage in 1 turn, remorhaz DC 15 Con save or exit

Rhinoceros, *L*

2

NAME

CR

11

45

11

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

3

3

3

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Charge: If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone

2

ACTIONS

Gore: +7, 2d8+5b

Riding Horse, *L*

1/4

NAME

CR

10

13

10

60

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

1

-4

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

ACTIONS

Hooves: +5, 2d4+3b

Roc, *G*

11

NAME

CR

15

248

14

20/120f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

9

0

5

-4

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

4

ACTIONS

Multiattack: 1 beak, 1 talons
Beak: 10', +13, 4d8+9p
Talons: +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple

Roper, *L*

5

NAME

CR

20

93

16

10/10c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

-1

3

-2

3

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +6, Stealth +5
False Appearance: Looks like cave rock
Grasping Tendrils: 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn
Spider Climb: Climb difficult surfaces no check

3

ACTIONS

Multiattack: 4 tendrils, 1 Reel, 1 bite
Bite: +7, 4d8+4p
Tendrils: 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target
Reel: Pull grappled creatures 25'

Rug of Smothering, *L*

2

NAME

CR

12

33

6

10

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

0

-5

-4

-5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic
Antimagic Susceptibility: Incapacitated in antimagic field, Con save vs spell if dispel magic or unconscious 1min
Damage Transfer: When grappling, half damage to target instead of rug
False Appearance: Looks like rug

2

ACTIONS

Smother: <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max

Rust Monster, *M*

1/2

NAME

CR

14

27

11

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

1

1

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'
Iron Scent: Pinpoint metal within 30'
Rust Metal: If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)

2

ACTIONS

Bite: +3, 1d8+1p
Antennae: 5', 1 metal object, if unworn/un-carried, destroy 1' cube. If worn/carried, DC 11 Dex save or cumulative -1 AC (AC 10 or +0 shield destroys)

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

Saber-Toothed Tiger, L**2**

NAME

CR



SKILLS / TRAITS

Perception +3, Stealth +6

Keen Smell: Adv on Perception for smell**Pounce:** If 20' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite**2**
PROF

ACTIONS

Bite: +6, 1d10+5p**Claw:** +6, 2d6+5s**Sahuagin, M****1/2**

NAME

CR



SKILLS / TRAITS

Darkvision 120', Perception +5

Blood Frenzy: Adv on attacks vs wounded**Limited Amphibiousness:** Breathe air & water, must submerge every 4 hours**Shark Telepathy:** 120', telepathic communication with sharks**2**
PROF

ACTIONS

Multitask: 1 bite, 1 claws/spear**Bite:** +3, 1d4+1p**Claws:** +3, 1d4+1s**Spear:** 20/60, +3, 1d6+1p/1d8+1p 2-hands**Salamander, L****5**

NAME

CR



SKILLS / TRAITS

Darkvision 60', vuln: cold, resist: bps

nonmagic, immune: fire

Heated Body: If touch/hit in 5', 2d6 fire**Heated Weapons:** Metal weapons**+1d6 fire (included)****3**
PROF

ACTIONS

Multitask: 1 spear, 1 tail**Spear:** 20/60, +7, 2d6+4p/2d8+4p 2-hands & 1d6 fire**Tail:** 10', +7, 2d6+4b & 2d6 fire, grappled & restrained, escape DC 14, auto-hit w/tail, can't target others**Satyr, M****1/2**

NAME

CR



SKILLS / TRAITS

Perception +2, Performance +6, Stealth +5

Magic Resistance: Adv on saves vs magic**2**
PROF

ACTIONS

Ram: +3, 2d4+1b**Shortsword:** +5, 1d6+3p**Shortbow:** 80/320, +5, 1d6+3p**Scorpion, T****0**

NAME

CR



SKILLS / TRAITS

Blindsight 10'

2
PROF

ACTIONS

Sting: +2, 1p, DC 9 Con save, 1d8 poison, save half**Scout, M****1/2**

NAME

CR



SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6,

Survival +5

Keen Hearing & Sight: Adv on

Perception for hearing & sight

2
PROF

ACTIONS

Multitask: 2 melee or 2 ranged**Shortsword:** +4, 1d6+2p**Longbow:** 150/600, +4, 1d8+2p**Sea Hag, M****2**

NAME

CR



SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water**Horrid Appearance:** If 30' & can see true form,

DC 11 Wis save or frightened/until save

(disadv if sees hag), save immune. Can

avert eyes if no surprise, attacks disadv

2
PROF

ACTIONS

Claws: +5, 2d6+3s**Death Glare:** 1 frightened creature 30', if sees hag, DC 11 Wis save or 0 HP**Illusory Appearance:** Ugly humanoid illusion, Investigation DC 16 to discern**Sea Horse, T****0**

NAME

CR



SKILLS / TRAITS

Water Breathing: Breathe underwater only**2**
PROF

ACTIONS

Shadow, M

1/2

NAME	CR				
12	16	10	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-2	2	1	-2	0	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark), vuln: radiant, resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Amorphous: >1" no squeeze
Shadow Stealth: Dim light/dark, Hide bonus action
Sunlight Weakness: In sun, disadv attacks, ability checks, saves

2
PROF

ACTIONS

Strength Drain: +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

Shambling Mound, L

5

NAME	CR				
15	136	10	20/20s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	-1	3	-3	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: cold, fire, immune: blind, deaf, exhaust, lightning

Lightning Absorption: Lightning damage heals instead

3
PROF

ACTIONS

Multiattack: 2 slam, if both hit <L, grappled escaped DC 14 & Engulf
Slam: +7, 2d8+4b
Engulf: Grappled <L target, blinded, restrained, suffocate, DC 14 Con save mound's turn or 2d8+4b, move w/mound, 1 target max

Shield Guardian, L

7

NAME	CR				
17	142	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	-1	4	-2	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', immune: charm, exhaust, fright, paralyze, poison
Bound: Amulet wearer can summon telepathically, if within 60', guardian takes half wearer's damage
Regeneration: If 1+ HP, regain 10 HP on turn
Spell Storing: Store and cast <5th lvl spell

3
PROF

ACTIONS

Multiattack: 2 fist
Fist: +7, 2d6+4b
Shield (react): Guardian grants +2 AC to amulet wearer if within 5'

Shrieker, M

0

NAME	CR				
5	13	6	0		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-5	-5	0	-5	-4	-5
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2
PROF

ACTIONS

Shriek (react): If bright light/creature within 30', shriek: audible 300', lasts 1d4 rounds after trigger out of range

Silver Dragon Wyrmling, M

2

NAME	CR				
17	45	14	30/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	0	3	1	0	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

2
PROF

ACTIONS

Bite: +6, 1d10+4p
Cold Breath (5-6): 15' cone, DC 13 Con save, 4d8 cold, save half
Paralyzing Breath (5-6): 15' cone, DC 13 Con save or paralyze 1min/until save

Skeleton, M

1/4

NAME	CR				
13	13	9	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
0	2	2	-2	-1	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2
PROF

ACTIONS

Shortsword: +4, 1d6+2p
Shortbow: 80/320, +4, 1d6+2p

Solar, L

21

NAME	CR				
21	243	24	50/150f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
8	6	8	7	7	10
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Truesight 120', Perception +14, resist: radiant, bps nonmagic, immune: charm, exhaust, fright, necrotic, poison
Divine Awareness: Knows if it hears a lie
Innate Spellcasting: DC 25, 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: Adv on saves vs spells

7
PROF

ACTIONS

Multiattack: 2 greatsword
Greatsword: +15, 4d6+8s & 6d8 radiant (magic)
Slaying Longbow: 150/600, +13, 2d8+6p & 6d8 radiant, if <101 HP, DC 15 Con save or die (magic)
Flying Sword: Sword hovers, bonus action fly 50' & 1 attack (magic)
Healing Touch (4/day): Target heals 8d8+4 HP & ends curse, disease, poison, blind, deaf

Specter, M

1

NAME	CR				
12	22	10	50f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-5	2	0	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain, unconscious
Incorporeal Movement: Move through creatures/objects as if difficult terrain, 1d10 force if ends in object
Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

2
PROF

ACTIONS

Life Drain: +4, 3d6 necrotic, DC 10 Con save or HP max reduced by damage taken (die at 0), long rest ends

Spider, T

0

NAME					CR	
12 AC	1 HP	34 PASSIVE PERCEPTION	20/20c SPEED			
STR	DEX	CON	INT	WIS	CHA	
-4 BONUS	2 BONUS	-1 BONUS	-5 BONUS	0 BONUS	-4 BONUS	

SKILLS / TRAITS

Darkvision 30', Stealth +4
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2
PROF

ACTIONS

Bite: +4, 1p, DC 9 Con save or 1d4 poison

Spirit Naga, L

8

NAME						CR
15 AC	75 HP	12 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
4 BONUS	3 BONUS	2 BONUS	3 BONUS	2 BONUS	3 BONUS	

SKILLS / TRAITS

Darkvision 60', immune: charm, poison
Rejuvenation: If dies, return to life 1d6 days later
Spellcasting: 10th lvl, DC 14, +6, at will: *mage hand*, *minor illusion*, *ray of frost*, 1st (4): *charm person*, *detect magic*, *sleep*, 2nd (3): *detect thoughts*, *hold person*, 3rd (3): *lightning bolt*, *water breathing*, 4th (3): *blight*, *dimension door*, 5th (2): *dominate person*

3
PROF

ACTIONS

Bite: 10', +7, 1d6+4p, DC 13 Con save, 7d8 poison, save half

Sprite, T

1/4

NAME				CR	
15 AC	2 HP	34 PASSIVE PERCEPTION	10/40 SPEED		
STR	DEX	CON	INT	WIS	CHA
-4 BONUS	4 BONUS	0 BONUS	2 BONUS	1 BONUS	0 BONUS

SKILLS / TRAITS

Perception +3, Stealth +8

2
PROF

ACTIONS

Longsword: +2, 1s
Shortbow: 40/160, +6, 1p, DC 10 Con save or poisoned 1min. If fail >4, also unconscious
Heart Sight: Touch, sprite learns emotional state, DC 10 Cha save or learns alignment. Celestials, fiends, undead auto fail
Invisibility: invisible until attack/spell/concentrate ends

Spy, M

1

NAME				CR	
12 AC	27 HP	16 PASSIVE PERCEPTION	30 SPEED		
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA <input type="checkbox"/>
0 BONUS	2 BONUS	0 BONUS	1 BONUS	2 BONUS	3 BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Cunning Action: Bonus action Dash, Disengage, or Hide
Sneak Attack (1/turn): +2d6 when adv or target within 5' of ally

2
PROF

ACTIONS

Multiattack: 2 melee

Shortsword: +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p

Steam Mephit, S

1/4

NAME					CR	
10 AC	21 HP	10 PASSIVE PERCEPTION	30/30f SPEED			
STR	DEX	CON	INT	WIS	CHA	
-3	0	0	0	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', immune: fire, poison

Death Burst: On death, 5' DC Dex save or 1d8 fire
Innate Spellcasting (1/day): *blur*

2
PROF

ACTIONS

Claws: +2, 1d4s & 1d4 fire
Steam Breath (R 6): 15' cone, DC 10 Dex save, 1d8 fire, save half

Stirge, T

1/8

NAME				CR	
14 AC	2 HP	9 PASSIVE PERCEPTION	10/40f SPEED		
STR	DEX	CON	INT	WIS	CHA
-3 BONUS	3 BONUS	0 BONUS	-4 BONUS	-1 BONUS	-2 BONUS

SKILLS / TRAITS

Darkvision 60'

2
PROF

ACTIONS

Blood Drain: +5, 1d4+3p, attach: no attack, lose 1d4+3 HP ongoing, detach after drain 10 HP, action to remove

Stone Giant, H

7

NAME						CR
17 AC	126 HP	14 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
6 BONUS	2 BONUS	5 BONUS	0 BONUS	1 BONUS	-1 BONUS	

SKILLS / TRAITS

Darkvision 60', Athletics +12, Perception +4

Stone Camouflage: Adv on Stealth in rocks

3
PROF

ACTIONS

Multiattack: 2 greatclub
Greatclub: 15', +9, 3d8+6b
Rock: 60/240, +9, 4d10+6, DC 17 Str save or prone
Rock Catching (react): Catch rock/object DC 10 Dex save, no bludgeoning damage

Stone Golem, L

10

NAME				CR	
17 AC	178 HP	10 PASSIVE PERCEPTION	30 SPEED		
STR	DEX	CON	INT	WIS	CHA
6 BONUS	-1 BONUS	5 BONUS	-4 BONUS	0 BONUS	-5 BONUS

SKILLS / TRAITS

Darkvision 120', immune: from alteration, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Magic Resistance: Adv on saves vs magic

4
PROF

ACTIONS

Multiattack: 2 slam
Slam: +10, 3d8+6b (magic)
Slow (5-6): 10', 1 target, DC 17 Wis save or no reactions, half speed, 1 attack, 1 action, 1min/until save

Storm Giant, H

13

NAME

AC 16 HP 230 PASSIVE PERCEPTION 19 SPEED 50/50s

STR 9 DEX 2 CON 5 INT 3 WIS 4 CHA 4

SKILLS / TRAITS

Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder
Amphibious: Breathe air & water
Innate Spellcasting: DC 17, at will: *detect magic, feather fall, levitate, light, 3/day* each: *control weather, water breathing*

5

ACTIONS

Multiaattack: 2 greatsword
Greatsword: 10', +14, 6d6+9s
Rock: 60/240, +14, 4d12+9b
Lightning Strike (5-6): 500', all within 10' DC 17 Dex save, 12d8 lightning, save half

Succubus/Incubus M

4

NAME

AC 15 HP 66 PASSIVE PERCEPTION 15 SPEED 30/60f

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

SKILLS / TRAITS

Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagical
Telepathic Bond: If bonded, ignore telepathy range limits
Shapechanger: Polymorph S/M humanoid

2

ACTIONS

Claw (Fiend Form): +5, 1d6+3s
Charm: 30', 1 humanoid, DC 15 Wis save or charmed 1 day, save immune, 1 target max
Draining Kiss: Charmed/willing target, DC 15 Con save, 5d10+5 psychic, save half, HP max reduced by damage (die at 0), long rest ends
Etherealness: Enter/exit Ethereal Plane

Swarm of Bats, M

1/4

NAME

AC 12 HP 22 PASSIVE PERCEPTION 11 SPEED 30f

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

SKILLS / TRAITS

Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Echolocation: Blind while deaf
Keen Hearing: Adv on Perception for hearing
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

Bite: 0', +4, 2d4p/1d4p if <12 HP

Swarm of Insects, M

1/2

NAME

AC 12 HP 22 PASSIVE PERCEPTION 8 SPEED 20/20c

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

SKILLS / TRAITS

Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

Bite: 0', +3, 4d4p/2d4p if <12 HP

Swarm of Poisonous Snakes, M

2

NAME

AC 14 HP 36 PASSIVE PERCEPTION 10 SPEED 30/30s

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

SKILLS / TRAITS

Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

Bite: 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

Swarm of Quippers, M

1

NAME

AC 13 HP 28 PASSIVE PERCEPTION 8 SPEED 40s

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

SKILLS / TRAITS

Darkvision 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Blood Frenzy: Adv on attacks vs wounded
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP
Water Breathing: Breathe underwater only

2

ACTIONS

Bite: 0', +5, 4d6p/2d6p if <15 HP

Swarm of Rats, M

1/4

NAME

AC 10 HP 24 PASSIVE PERCEPTION 10 SPEED 30

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

SKILLS / TRAITS

Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Keen Smell: Adv on Perception for smell
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

Bite: 0', +2, 2d6p/1d6p if <13 HP

Swarm of Ravens, M

1/4

NAME

AC 12 HP 24 PASSIVE PERCEPTION 15 SPEED 10/50f

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

SKILLS / TRAITS

Perception +5, resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

Beaks: 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP

Couatl

NAME		
LEVEL	SAVE DC	ATTACK BONUS
	14	

PER DAY	SPELLS
At will	<i>detect evil and good, detect magic, detect thoughts</i>

PER DAY	SPELLS
3 each	<i>bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield</i>

PER DAY	SPELLS
1 each	<i>dream, greater restoration, scrying</i>

PER DAY	SPELLS

Rakshasa

NAME		
LEVEL	SAVE DC	ATTACK BONUS
	18	+10

PER DAY	SPELLS
At will	<i>detect thoughts, disguise self, mage hand, minor illusion</i>

PER DAY	SPELLS
3 each	<i>charm person, detect magic, invisibility, major image, suggestion</i>

PER DAY	SPELLS
1 each	<i>dominate person, fly, plane shift, true seeing</i>

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL	SAVE DC	ATTACK BONUS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

Androsphinx

NAME

12

LEVEL

18

SAVE DC

+10

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	sacred flame, spare the dying, thaumaturgy
1	4	command, detect evil and good, detect magic
2	3	lesser restoration, zone of truth
3	3	dispel magic, tongues
4	3	banishment, freedom of movement
5	2	flame strike, greater restoration
6	1	heroes' feast

Archmage

NAME

18

LEVEL

17

SAVE DC

+9

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	fire bolt, light, mage hand, prestidigitation, shocking grasp
1	4	detect magic, identify, mage armor*, magic missile
2	3	detect thoughts, mirror image, misty step
3	3	counterspell, fly, lightning bolt
4	3	banishment, fire shield, stoneskin*
5	3	cone of cold, scrying, wall of force
6	1	globe of invulnerability
7	1	teleport
8	1	mind blank*
9	1	time stop

Guardian Naga

NAME

11

LEVEL

16

SAVE DC

+8

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	mending, sacred flame, thaumaturgy
1	4	command, cure wounds, shield of faith
2	3	calm emotions, hold person
3	3	bestow curse, clairvoyance
4	3	banishment, freedom of movement
5	2	flame strike, geas
6	1	true seeing

Gynosphinx

NAME

9

LEVEL

16

SAVE DC

+8

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	mage hand, minor illusion, prestidigitation
1	4	detect magic, identify, shield
2	3	darkness, locate object, suggestion
3	3	dispel magic, remove curse, tongues
4	3	banishment, greater invisibility
5	1	legend lore

Lich

NAME

18

LEVEL

20

SAVE DC

+12

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	mage hand, prestidigitation, ray of frost
1	4	detect magic, magic missile, shield, thunderwave
2	3	acid arrow, detect thoughts, invisibility, mirror image
3	3	animate dead, counterspell, dispel magic, fireball
4	3	blight, dimension door
5	3	cloudkill, scrying
6	1	disintegrate, globe of invulnerability
7	1	finger of death, plane shift
8	1	dominate monster, power word stun
9	1	power word kill

Mage

NAME

9

LEVEL

14

SAVE DC

+6

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	fire bolt, light, mage hand, prestidigitation
1	4	detect magic, mage armor, magic missile, shield
2	3	misty step, suggestion
3	3	counterspell, fireball, fly
4	3	greater invisibility, ice storm
5	1	cone of cold

Mummy Lord

NAME

10

LEVEL

17

SAVE DC

+9

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	sacred flame, thaumaturgy
1	4	command, guiding bolt, shield of faith
2	3	hold person, silence, spiritual weapon
3	3	animate dead, dispel magic
4	3	divination, guardian of faith
5	2	contagion, insect plague
6	1	harm

Priest

NAME

14

LEVEL

14

SAVE DC

+3

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	light, sacred flame, thaumaturgy
1	4	cure wounds, guiding bolt, sanctuary
2	3	lesser restoration, spiritual weapon
3	2	dispel magic, spirit guardians

Tarrasque, *G*

30

NAME

CR

25

676

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

10

0

10

-4

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 120', immune: charm, fire, fright, paralyze, poison, bps nonmagic

Legendary Resistance (3/day): Pass a failed save

Magic Resistance: Adv on saves vs magic

Reflective Carapace: If *magic missile*, line spell, ranged attack spell, d6. 1-5: unaffected, 6: reflect spell at caster

Siege Monster: Double damage to objects

9

PROF

ACTIONS

Multitask: Frightful Presence, 1 bite/swallow, 2 claws, 1 horns, 1 tail

Bite: 10', +19, 4d12+10p, grapple & restrain escape DC 20, 1 target

Claw: 15', +19, 4d8+10s

Horns: 10', +19, 4d10+10p

Tail: 20', +19, 4d6+10b, DC 20 Str save or prone

Frightful Presence: 120', DC 17 Wis save or fright 1min/untill save, disadv if sees tarrasque, save immune

Swallow: If bite grappled <H, blind & restrain, 1d6 acid ongoing. If target deals 60+ damage 1 turn, tarrasque DC 20 Con save or exit

Thug, *M*

1/2

NAME

CR

11

32

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Intimidation +2

Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Multitask: 2 melee

Mace: +4, 1d6+2b

Heavy Crossbow: 100/400, +2, 1d10p

Tiger, *L*

1

NAME

CR

12

37

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

2

-4

1

-1

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +6

Keen Smell: Adv on Perception for smell

Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite

2

PROF

ACTIONS

Bite: +5, 1d10+3p

Claw: +5, 1d8+3s

Treant, *H*

9

NAME

CR

16

138

13

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

-1

5

1

3

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Resist: bp, vuln: fire

False Appearance: Looks like tree

Siege Monster: Double damage to objects

4

PROF

ACTIONS

Multitask: 2 slam

Slam: +10, 3d6+6b

Rock: 60/180, +10, 4d10+6b

Animate Trees (1/day): 60', 1-2 trees become treant allies w/ Int & Cha 1 & 1 slam attack only, ends if animating treant dies

Tribal Warrior, *M*

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

0

1

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Triceratops, *H*

5

NAME

CR

13

95

10

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

-1

3

-4

0

-3

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

3

PROF

ACTIONS

Gore: +9, 4d8+6p

Stomp: +9, 3d10+6b

Troll, *L*

5

NAME

CR

15

84

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

5

-2

-1

-2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2

Keen Smell: Adv on Perception for smell

Regeneration: Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

3

PROF

ACTIONS

Multitask: 1 bite, 2 claws

Bite: +7, 1d6+4p

Claw: +7, 2d6+4s

Tyrannosaurus Rex, *H*

8

NAME

CR

13

136

8

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

0

4

-4

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +4

3

PROF

ACTIONS

Multitask: 1 bite, 1 tail (not same target)

Bite: 10', +10, 4d12+7p, <L grappled & restrained, escape DC 17, can't bite another target

Tail: 10', +10, 3d8+7b

Unicorn, L						5
NAME						CR
12 AC	67 HP	13 PASSIVE PERCEPTION	50 SPEED			
STR 4	DEX 2	CON 2	INT 0	WIS 3	CHA 3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', immune: charm, paralyze, poison Charge: If 20' toward target & hit w/horn, +2d8p, DC 15 Str save or prone Innate Spellcasting: DC 14, at will: <i>detect evil and good</i> , <i>druidcraft</i> , <i>pass without trace</i> , 1/day each: <i>calm emotions</i> , <i>dispel evil and good</i> , <i>entangle</i> Magic Resistance: Adv on saves vs magic						3 PROF
ACTIONS Multiattack: 1 hooves, 1 horn Hooves: +7, 2d6+4b Horn: +7, 1d8+4p Healing Touch (3/day): Target regains 2d8+2 HP, remove all diseases & poisons Teleport (1/day): Up to 3 targets & self, 1 mile						

Vampire, M						13
NAME						CR
16 AC	144 HP	17 PASSIVE PERCEPTION	30 SPEED			
STR 4	DEX 4	CON 4	INT 3	WIS 2	CHA 4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', Perception +7, Stealth +9, resist: necrotic, bps nonmagic Shapechanger: If no sun/running water; polymorph into tiny bat/medium cloud of mist* Legendary Resistance (3/day): Pass a failed save Misty Escape: If drop to 0 HP. Shapechanger cloud of mist* Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 20 HP on turn Spider Climb: Climb difficult surfaces no check Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks*						5 PROF
ACTIONS Multiattack: 2 attacks (1 bite max) Unarmed Strike: +9, 1d8+8b/no damage & grapple escape DC 18 Bite: Willing/grappled target, +9, 1d6+4p & 3d6 necrotic. HP max reduced by damage (die 0 HP) & vampire heals, long rest ends Charm: 1 humanoid, 30'; DC 17 Wis save or charmed 1 day/save again if vampire harms Children of the Night (1/day): 2d4 swarms bats/rats or 3d6 wolves, arrive 1d4 rounds, stay 1 hour						

Vampire Spawn, M						5
NAME						CR
15 AC	82 HP	13 PASSIVE PERCEPTION	30 SPEED			
STR 3	DEX 3	CON 3	INT 0	WIS 0	CHA 1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +3, Stealth +6, resist: necrotic, bps nonmagic Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 10 HP on turn Spider Climb: Climb difficult surfaces no check Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks*						3 PROF
ACTIONS Multiattack: 2 attacks (1 bite max) Claws: +6, 2d4+3s/no damage & grapple escape DC 13 Bite: Willing/grappled target, +6, 1d6+3p & 2d6 necrotic, HP max reduced by damage (die 0 HP) & vampire heals, long rest ends						

Veteran, M						3
NAME						CR
17 AC	58 HP	12 PASSIVE PERCEPTION	30 SPEED			
STR 3	DEX 1	CON 2	INT 0	WIS 0	CHA 0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Athletics +5, Perception +2						2 PROF
ACTIONS Multiattack: 2 longsword, 1 shortsword Longsword: +5, 1d8+3s/1d10+3s 2-hands Shortsword: +5, 1d6+3p Heavy Crossbow: 100/400, +3, 1d10+1p						

Violet Fungus, M						1/4
NAME						CR
5 AC	18 HP	6 PASSIVE PERCEPTION	5 SPEED			
STR -4	DEX -5	CON 0	INT -5	WIS -4	CHA -5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Blindsight 30', immune: blind, deaf, fright False Appearance: Looks like fungus						2 PROF
ACTIONS Multiattack: 1d4 Rotting Touch Rotting Touch: 10', +2, 1d8 necrotic						

Vrock, L						6
NAME						CR
15 AC	104 HP	34 PASSIVE PERCEPTION	40/60f SPEED			
STR 3	DEX 2	CON 4	INT -1	WIS 1	CHA -1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison Magic Resistance: Adv on saves vs magic						3 PROF
ACTIONS Multiattack: 1 beak, 1 talons Beak: +6, 2d6+3p Talons: +6, 2d10+3s Spores (R 6): 15' radius cloud, DC 14 Con save or poisoned & 1d10 poison ongoing/until save, holy water ends Stunning Screech (1/day): 20' DC 14 Con save or stunned until end of vrock's next turn						

Vulture, M						0
NAME						CR
10 AC	5 HP	34 PASSIVE PERCEPTION	10/50f SPEED			
STR -2	DEX 0	CON 1	INT -4	WIS 1	CHA -3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3 Keen Sight & Smell: Adv on Perception for sight & smell Pack Tactics: Adv on attacks if ally within 5' of target						2 PROF
ACTIONS Beak: +2, 1d4p						

NAME						CR
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

Warhorse, L

1/2

NAME						
AC	11	HP	19	PASSIVE PERCEPTION	11	SPEED
STR	4	DEX	1	CON	1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Trampling Charge: If 20' toward target & hit w/hooves, DC 14 Str save or prone & bonus action hooves

2
PROF

ACTIONS

Hooves: +6, 2d6+4b

Warhorse Skeleton, L

1/2

NAME						
AC	13	HP	22	PASSIVE PERCEPTION	9	SPEED
STR	4	DEX	1	CON	2	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Darkvision 60', vuln: b, immune: exhaust, poison

2
PROF

ACTIONS

Hooves: +6, 2d6+4b

Water Elemental, L

5

NAME						
AC	14	HP	114	PASSIVE PERCEPTION	10	SPEED
STR	4	DEX	2	CON	4	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Darkvision 60', resist: acid, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Water Form: Occupy hostile creature's space, >1" no squeeze
Freeze: If cold damage, speed reduced 20' until end of elemental's next turn

3
PROF

ACTIONS

Multiattack: 2 slam
Slam: +7, 2d8+4b
Whelm (4-6): Each creature in elemental's space DC 15 Str save or 2d8+4b, <H grappled, restrained, drowning (1 L/2 M targets), escape DC 14. Ongoing 2d8+4b, DC 14 Str check pull free

Weasel, T

0

NAME						
AC	13	HP	1	PASSIVE PERCEPTION	13	SPEED
STR	-4	DEX	3	CON	-1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Perception +3, Stealth +5

Keen Hearing & Smell: Adv on Perception for hearing & smell

2
PROF

ACTIONS

Bite: +5, 1p

Werebear, M

5

NAME						
AC	11/10 human	HP	135	PASSIVE PERCEPTION	34	SPEED
STR	4	DEX	0	CON	3	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Perception +7, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into M human/L bear/bear-humanoid hybrid*
Keen Smell: Adv on Perception for smell

3
PROF

ACTIONS

Multiattack: 2 claw/2 greataxe
Bite (bear/hybrid): +7, 2d10+4p, DC 14 Con save or lycanthropy
Claw (bear/hybrid): +7, 2d8+4s
Greataxe (human/hybrid): +7, 1d12+4

Wereboar, M

4

NAME						
AC	11/10 human	HP	78	PASSIVE PERCEPTION	12	SPEED
STR	3	DEX	0	CON	2	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Perception +2, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into human/boar/boar-humanoid hybrid*
Charge (boar/hybrid): If 15' toward target & hit w/tusks, +2d6s & DC 13 Str save or prone
Relentless (R short/long rest): If <15 damage reduces to 0 HP, reduce to 1 HP instead

2
PROF

ACTIONS

Multiattack (human/hybrid): 1 tusk, 1 non-tusks
Maul (human/hybrid): +5, 2d6+3b
Tusks (boar/hybrid): +5, 2d6+3s, DC 12 Con save or lycanthropy

Wererat, M

2

NAME						
AC	12	HP	33	PASSIVE PERCEPTION	12	SPEED
STR	0	DEX	2	CON	1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into human/rat/rat-humanoid hybrid*
Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 non-bite
Bite (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy
Shortsword (human/hybrid): +4, 1d6+2p
Hand Crossbow (human/hybrid): 30/120, +4, 1d6+2p

Weretiger, M

4

NAME						
AC	12	HP	120	PASSIVE PERCEPTION	15	SPEED
STR	3	DEX	2	CON	3	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS
Darkvision 60', Perception +5, Stealth +4, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into human/tiger/tiger-humanoid hybrid*
Keen Hearing & Smell: Adv on Perception for smell
Pounce (tiger/hybrid): If 15' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite

2
PROF

ACTIONS

Multiattack (human/hybrid): 2 scimitar/2 longbow/2 claw (hybrid)
Bite (tiger/hybrid): +5, 1d10+3p, DC 13 Con save or lycanthropy
Claw (tiger/hybrid): +5, 1d8+3s
Scimitar (human/hybrid): +5, 1d6+3s
Longbow (human/hybrid): 150/600, +4, 1d8+2p

Werewolf, M

3

NAME	CR				
12/11 human AC	58 HP	14 PASSIVE PERCEPTION	30 human/40 SPEED		
STR 2 BONUS	DEX 1 BONUS	CON 2 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Perception +4, Stealth +3, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/wolf/wolf-humanoid hybrid*

Keen Hearing & Smell: Adv on Perception for hearing & smell

2
PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 claws/spear
Bite (wolf/hybrid): +4, 1d8+2p, DC 12 Con save or lycanthropy

Claws (hybrid): +4, 2d4+2s

Spear (humanoid): 20/60, +4, 1d6+2p/1d8+2p 2-hands

White Dragon Wyrmling, M

2

NAME	CR				
16 AC	32 HP	14 PASSIVE PERCEPTION	30/15b/60f/30s SPEED		
STR 2 BONUS	DEX 0 BONUS	CON 2 BONUS	INT -3 BONUS	WIS 0 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

2
PROF

ACTIONS

Bite: +4, 1d10+2p & 1d4 cold

Cold Breath (5-6): 15' cone, DC 12

Con save, 5d8 cold, save half

Wight, M

3

NAME	CR				
14 AC	45 HP	13 PASSIVE PERCEPTION	30 SPEED		
STR 2 BONUS	DEX 2 BONUS	CON 3 BONUS	INT 0 BONUS	WIS 1 BONUS	CHA 2 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +4, resist: necrotic, bps nonmagic/nonsilver, immune: exhaust, poison

Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

2
PROF

ACTIONS

Multiattack: 2 longsword/2 longbow/1 Life Drain in place of 1 longsword

Life Drain: +4, 1d6+2 necrotic, DC 13 Con save or HP max reduced by damage (die 0), long rest ends

Longsword: +4, 1d8+2s/1d10+2s 2-hands

Longbow: 150/600, +4, 1d8+2p

Will-O'-Wisp, T

2

NAME	CR				
19 AC	22 HP	12 PASSIVE PERCEPTION	50f SPEED		
STR -5 BONUS	DEX 9 BONUS	CON 0 BONUS	INT 1 BONUS	WIS 2 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Darkvision 120', immune: exhaust, grapple, lightning, paralyze, poison, prone, restrain, unconscious

Consume Life: 5' creature 0 HP, bonus action DC 10 Con save or target dies & will-o'-wisp regains 3d6 HP

Ephemeral: Can't wear/carry anything

Incorporeal Movement: Move through creatures & objects as difficult terrain, 1d10 force if end in object

Variable Illumination: Bright & dim light 5'-20', bonus action change

2
PROF

ACTIONS

Shock: +4, 2d8 lightning (spell)

Invisibility: Invisible until attack, Consume Life, or concentration ends

Winter Wolf, L

3

NAME	CR				
13 AC	75 HP	15 PASSIVE PERCEPTION	50 SPEED		
STR 4 BONUS	DEX 1 BONUS	CON 2 BONUS	INT -2 BONUS	WIS 1 BONUS	CHA -1 BONUS

SKILLS / TRAITS

Perception +5, Stealth +3, immune: cold

Keen Hearing & Smell: Adv on Perception for hearing & smell

Pack Tactics: Adv on attacks if ally within 5' of target

Snow Camouflage: Adv on Stealth in snow

2
PROF

ACTIONS

Bite: +6, 2d6+4p, DC 14 Str save or prone

Cold Breath (5-6): 15' cone, DC 12 Dex save, 4d8 cold, save half

Wolf, M

1/4

NAME	CR				
13 AC	11 HP	13 PASSIVE PERCEPTION	40 SPEED		
STR 1 BONUS	DEX 2 BONUS	CON 1 BONUS	INT -4 BONUS	WIS 1 BONUS	CHA -2 BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Keen Hearing & Smell: Adv on Perception for hearing & smell

Pack Tactics: Adv on attacks if ally within 5' of target

2
PROF

ACTIONS

Bite: +4, 2d4+2p, DC 11 Str save or prone

Worg, L

1/2

NAME	CR				
13 AC	26 HP	14 PASSIVE PERCEPTION	50 SPEED		
STR 3 BONUS	DEX 1 BONUS	CON 1 BONUS	INT -2 BONUS	WIS 0 BONUS	CHA -1 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4

Keen Hearing & Smell: Adv on Perception for hearing & smell

2
PROF

ACTIONS

Bite: +5, 2d6+3p, DC 13 Str save or prone

Wraith, M

5

NAME	CR				
13 AC	67 HP	12 PASSIVE PERCEPTION	60f SPEED		
STR -2 BONUS	DEX 3 BONUS	CON 3 BONUS	INT 1 BONUS	WIS 2 BONUS	CHA 2 BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic/nonsilver, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain

Incorporeal Movement: Move through creatures & objects as if difficult terrain, 1d10 force if end in object

Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

3
PROF

ACTIONS

Life Drain: +6, 4d8+3 necrotic, DC 14 Con save or HP max reduced by damage (die 0), long rest ends

Create Specter: Violently dead human 10', create specter, wraith controls (7 max)

Wyvern, L

6

NAME

CR

13

110

14

20/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

-3

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4

3

PROF

ACTIONS

Multiattack: 1 bite, 1 stinger, replace 1 w/claws while flying
Bite: 10', +7, 2d6+4p
Claws: +7, 2d8+4s
Stinger: 10', +7, 2d6+4p, DC 15 Con save, 7d6 poison, save half

Xorn, M

5

NAME

CR

19

73

16

20/20b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

6

0

0

0

BONUS

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SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +6, Stealth +3, resist: ps nonmagic/nonadamantine
Earth Glide: Borrow through nonmagic earth/stone w/no trace
Stone Camouflage: Adv on Stealth in rocks
Treasure Sense: 60', pinpoint precious metals & stones

3

PROF

ACTIONS

Multiattack: 3 claw, 1 bite

Claw: +6, 1d6+3s
Bite: +6, 3d6+3p

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

SKILLS / TRAITS

PROF

ACTIONS

Young Black Dragon, L

7

NAME

CR

18 AC 127 HP 16 PASSIVE PERCEPTION 40/80f/40s SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +6, Stealth +5, immune: acid

Amphibious: Breathe air & water

3 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p & 1d8 acid
Claw: +7, 2d6+4s
Acid Breath (5-6): 30'x5' line, DC 14 Dex save, 11d8 acid, save half

Young Blue Dragon, L

9

NAME

CR

18 AC 152 HP 19 PASSIVE PERCEPTION 40/20b/80f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +9, Stealth +4, immune: lightning

Amphibious: Breathe air & water

4 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +9, 2d10+5p & 1d10 lightning
Claw: +9, 2d6+5s
Lightning Breath (5-6): 60'x5' line, DC 16 Dex save, 10d10 lightning, save half

Young Brass Dragon, L

6

NAME

CR

17 AC 110 HP 16 PASSIVE PERCEPTION 40/20b/80f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +6, Persuasion +5, Stealth +3, immune: fire

Amphibious: Breathe air & water

3 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p
Claw: +7, 2d6+4s
Fire Breath (5-6): 40'x5' line, DC 14 Dex save, 12d6 fire, save half
Sleep Breath (5-6): 30' cone, DC 14 Con save or unconscious 5min

Young Bronze Dragon, L

8

NAME

CR

18 AC 142 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Insight +4, Perception +7, Stealth +3, immune: lightning

Amphibious: Breathe air & water

3 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +8, 2d10+5p
Claw: +8, 2d6+5s
Lightning Breath (5-6): 60'x5' line, DC 15 Dex save, 10d10 lightning, save half
Repulsion Breath (5-6): 30' cone, DC 15 Str save or 40' push

Young Copper Dragon, L

7

NAME

CR

17 AC 119 HP 17 PASSIVE PERCEPTION 40/40c/80f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: acid

Amphibious: Breathe air & water

3 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p
Claw: +7, 2d6+4s
Acid Breath (5-6): 40'x5' line, DC 14 Dex save, 9d8 acid, save half
Slowing Breath (5-6): 30' cone, DC 14 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save

Young Gold Dragon, L

10

NAME

CR

18 AC 178 HP 19 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 6 DEX 2 CON 5 INT 3 WIS 1 CHA 5

SKILLS / TRAITS

Darkvision 120', blindsight 30', Insight +5, Perception +9, Persuasion +9, Stealth +6, immune: fire

Amphibious: Breathe air & water

4 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +10, 2d10+6p
Claw: +10, 2d6+6s
Fire Breath (5-6): 30' cone, DC 17 Dex save, 10d10 fire, save half
Weakening Breath (5-6): 30' cone, DC 17 Str save or disadv Str attacks, checks & saves 1min/untill save

Young Green Dragon, L

8

NAME

CR

18 AC 136 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: poison

Amphibious: Breathe air & water

3 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p & 2d6 poison
Claw: +7, 2d6+4s
Poison Breath (5-6): 30' cone, DC 14 Con save, 12d6 poison, save half

Young Red Dragon, L

10

NAME

CR

18 AC 178 HP 18 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 6 DEX 0 CON 5 INT 2 WIS 0 CHA 4

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +8, Stealth +4, immune: fire

Amphibious: Breathe air & water

4 PROF

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +10, 2d10+6p & 1d6 fire
Claw: +10, 2d6+6s
Fire Breath (5-6): 30' cone, DC 17 Dex save, 16d6 fire, save half

Young Silver Dragon, L

9

NAME

CR

18

168

18

40/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

0

5

2

0

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 30', Arcana +6, History +6, Perception +8, Stealth +4, immune: cold

4

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +10, 2d10+6p
Claw: +10, 2d6+6s
Cold Breath (5-6): 30' cone, DC 17 Con save, 12d8 cold, save half
Paralyzing Breath (5-6): 30' cone, DC 17 Con save or paralyzed 1min/until save

Young White Dragon, L

6

NAME

CR

17

133

16

40/20b/80f/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

4

-2

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +6, Stealth +3, immune: cold

3

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p & 1d8 cold
Claw: +7, 2d6+4s
Cold Breath (5-6): 30' cone, DC 15 Con save, 10d8 cold, save half

Zombie, M

1/4

NAME

CR

8

22

8

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

-2

3

-4

-2

-3

BONUS

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', immune: poison

2

ACTIONS

Undead Fortitude: If reduced to 0 HP by noncrit nonradiant, Con save DC 5 + damage to drop to 1 HP
Slam: +3, 1d6+1b

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

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SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

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SKILLS / TRAITS

ACTIONS

NAME

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AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

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SKILLS / TRAITS

ACTIONS