

THE **DECK** ^{OF} **MANY** **EXTRAS**



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MEDUSA

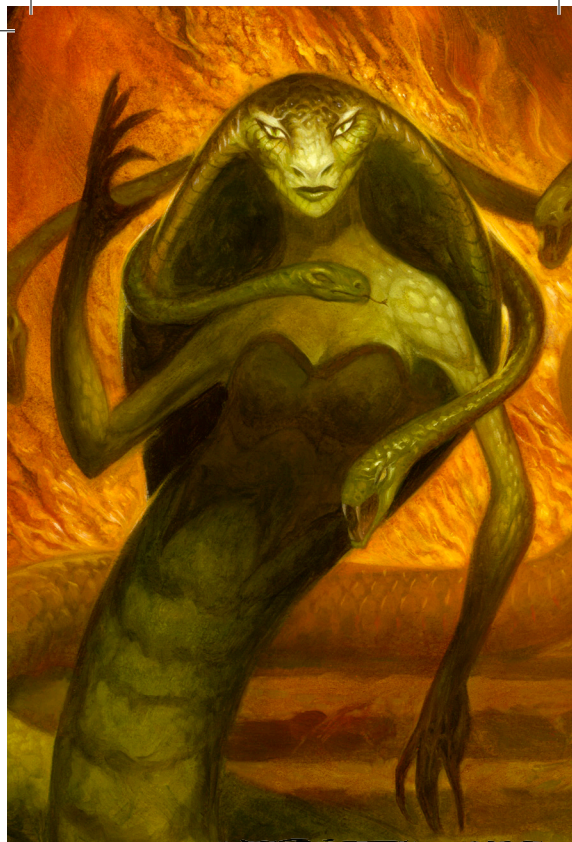
CR **6**

MEDIUM MONSTROSITY, LAWFUL EVIL

ART: © JEFF MIRACOLA 2018



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MEDUSA (CONTINUED)

ART: © JEFF MIRACOLA 2018



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WYVERN

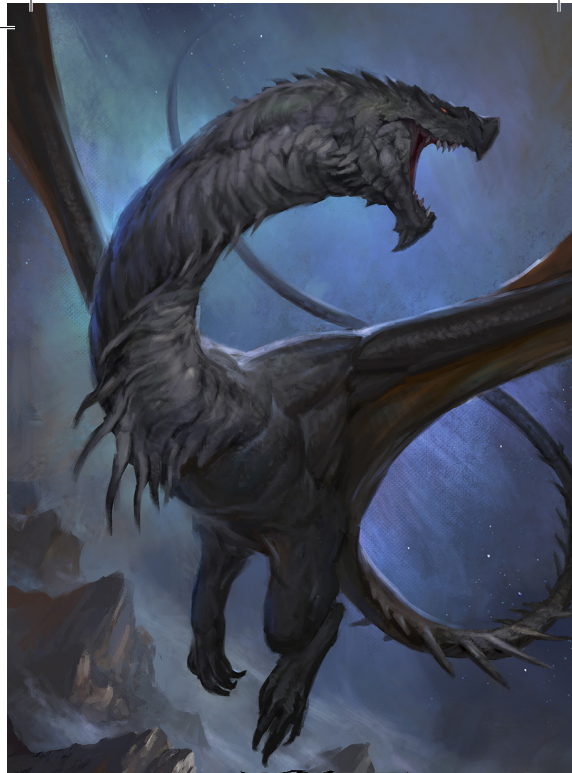
CR **6**

LARGE DRAGON, UNALIGNED

ART: LEE SHA HANNICAN



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WYVERN

CR **6**

LARGE DRAGON, UNALIGNED

ART: LEE SHA HANNICAN



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ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

"If looks could kill... oh wait."

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 6 (-2)

WYVERN 2,300XP

SENSES
Darkvision 60 ft.,
Passive Perception 14

SKILLS
Perception +4

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

"Some say the wyvern doesn't so much smell or hear its prey, but rather that it senses the anxiety of its would-be victims."

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 110 (13D10 + 39) **SPEED** 20 FT., FLY 80 FT.

STR 10 (+0) **DEX** 15 (+2) **CON** 16 (+3) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 15 (+2)

MEDUSA 2,300XP

SKILLS
Deception +5, Insight +4,
Perception +4, Stealth +5

SENSES
Darkvision 60 ft.,
Passive Perception 14

LANGUAGES
Common

SPECIAL TRAITS

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ARMOR CLASS 15 NATURAL ARMOR **HIT POINTS** 127 (17D8 + 51) **SPEED** 30 FT.

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 6 (-2)

WYVERN 2,300XP

SENSES
Darkvision 60 ft.,
Passive Perception 14

SKILLS
Perception +4

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

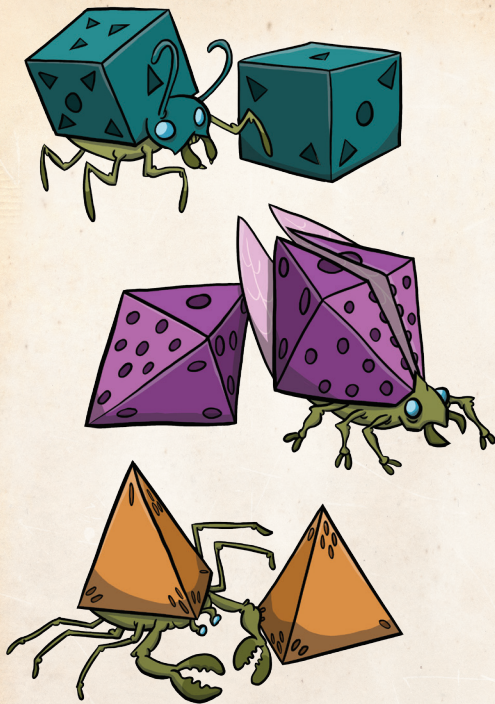
Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

"Some say the wyvern doesn't so much smell or hear its prey, but rather that it senses the anxiety of its would-be victims."

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 110 (13D10 + 39) **SPEED** 20 FT., FLY 80 FT.



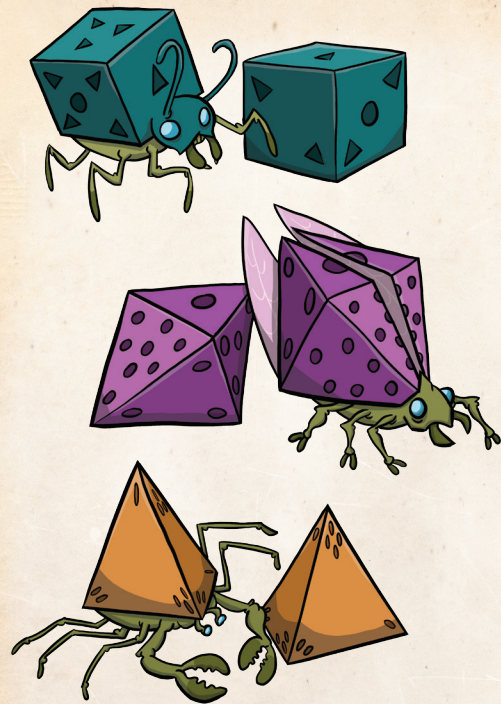
DICE BUG

CR 1/8

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

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DICE BUG

CR 1/8

TINY BEAST, UNALIGNED

ART: JORDAN RICHER

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QUAFIT

CR 1

TINY FIEND (DEMON, SHAPE CHANGER) CHAOTIC EVIL

ART: JORDAN RICHER

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QUAFIT

CR 1

TINY FIEND (DEMON, SHAPE CHANGER) CHAOTIC EVIL

ART: JORDAN RICHER

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STR 4 (-3) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 6 (-2)

DICE BUG 25XP

SENSES

Darkvision 60 ft. Passive Perception 9

SPECIAL TRAITS

Polyhedral Diversity. Dice Bugs come in five varieties, each shaped like a different polyhedral die (d4, d6, d8, d10 and d12.) The die they resemble is also the die used for their poison attack.

Gamblers Friends. As a bonus action, a dice bug can become a perfect representation of whatever die it resembles, and can use it's action in this form to hop itself to whatever number it chooses. In this form it's movement is reduced to 0 ft. and its AC becomes 19. It can pop back into bug form any time during it's turn, as a free action.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage and the target must pass a DC 10 Constitution saving throw or take one die of poison damage, based on the type of die the Dice Bug resembles.

Concept by: Jamie Marriage

ARMOR CLASS 14 **HIT POINTS** 2 (1d4) **SPEED** 10 FT., FLY 40 FT.

STR 5 (-3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 10 (+0)

QUAFIT 200XP

SENSES

Darkvision 120 ft.
Passive Perception 10

SKILLS

Stealth +5

LANGUAGES

Abyssal, Common

DAMAGE IMMUNITIES

Poison

CONDITION IMMUNITIES

Poisoned

DAMAGE RESISTANCES

Cold, Fire, Lightning;
Bludgeoning, Piercing
and Slashing from
non-magical attacks

SPECIAL TRAITS

Quafit. The Quafit can use a bonus action to drink up to three pints of liquid that are within 5 ft. of it. If any of those drinks are poisonous or a Grey Booze, the damage caused by its next Violent Belch attack is doubled and Violent Belch is recharged if it isn't already.

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

ACTIONS

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

Violent Belch (Recharge 5-6). The Quafit belches a cloud of noxious gas in a 10 ft. cone. Each creature in that area must make a DC 10 Constitution saving throw or take 2d6 poison damage.

Concept by: Graham Cudby

ARMOR CLASS 13 **HIT POINTS** 7 (3d4) **SPEED** 30 FT.

STR 4 (-3) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 6 (-2)

DICE BUG 25XP

SENSES

Darkvision 60 ft. Passive Perception 9

SPECIAL TRAITS

Polyhedral Diversity. Dice Bugs come in five varieties, each shaped like a different polyhedral die (d4, d6, d8, d10 and d12.) The die they resemble is also the die used for their poison attack.

Gamblers Friends. As a bonus action, a dice bug can become a perfect representation of whatever die it resembles, and can use it's action in this form to hop itself to whatever number it chooses. In this form it's movement is reduced to 0 ft. and its AC becomes 19. It can pop back into bug form any time during it's turn, as a free action.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage and the target must pass a DC 10 Constitution saving throw or take one die of poison damage, based on the type of die the Dice Bug resembles.

Concept by: Jamie Marriage

ARMOR CLASS 14 **HIT POINTS** 2 (1d4) **SPEED** 10 FT., FLY 40 FT.

STR 5 (-3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 10 (+0)

QUAFIT 200XP

SENSES

Darkvision 120 ft.
Passive Perception 10

SKILLS

Stealth +5

LANGUAGES

Abyssal, Common

DAMAGE IMMUNITIES

Poison

CONDITION IMMUNITIES

Poisoned

DAMAGE RESISTANCES

Cold, Fire, Lightning;
Bludgeoning, Piercing
and Slashing from
non-magical attacks

SPECIAL TRAITS

Quafit. The Quafit can use a bonus action to drink up to three pints of liquid that are within 5 ft. of it. If any of those drinks are poisonous or a Grey Booze, the damage caused by its next Violent Belch attack is doubled and Violent Belch is recharged if it isn't already.

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

ACTIONS

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

Violent Belch (Recharge 5-6). The Quafit belches a cloud of noxious gas in a 10 ft. cone. Each creature in that area must make a DC 10 Constitution saving throw or take 2d6 poison damage.

Concept by: Graham Cudby

ARMOR CLASS 13 **HIT POINTS** 7 (3d4) **SPEED** 30 FT.



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