

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

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ANIMATED ARMOR

CR 1

MEDIUM CONSTRUCT, UNALIGNED

ART: JORDAN RICHER



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"I've studied the creature, from the miasmic spawning pools of their ceremorphosis, to the elder rulers of the astral planes, and I can only say one thing for certain: though silent, their behind blast is very violent."

—Unnamed Senior Buttologist
Field journal, vol. 4

BEHIND FLAYER

CR 7

MEDIUM ABERRATION, CHAOTIC EVIL

ART: ANDREA BRUCE



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BLACK PUDDING

CR 4

LARGE OOZE, UNALIGNED

ART: JORDAN RICHER



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BUGBEAR

CR 1

MEDIUM HUMANOID (GOBLINOID), CHAOTIC EVIL

ART: JORDAN RICHER



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STR 11 (+0) **DEX** 12 (+1) **CON** 17 (+3) **INT** 19 (+4) **WIS** 17 (+3) **CHA** 12 (+1)

BEHIND FLAYER 2,900XP

SAVING THROWS

Con +6, Int +7, Wis +6

SENSES

Darkvision 120ft.,

Passive Perception 16

LANGUAGES

Deep Speech, Undercommon,

Telepathy 120ft, Vapors

SKILLS

Arcana +7, Deception +4,

Insight +6, Perception +6,

Persuasion +4, Stealth +4

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

Stench. Any creature that starts its turn within 5 feet of the behind flayer must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the behind flayer's Stench for 24 hours.

Innate Spellcasting. The behind flayer's innate spellcasting ability is Intelligence (spell save DC 15).

The behind flayer can innately cast the following spells, requiring no components:

At will gust of wind, levitate
1/day each dominate monster, plane shift (self only)

ACTIONS

Headbutt. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Behind Blast (Recharge 5-6). The behind flayer forcefully emits a brown cloud of stench in a 90-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 22 (4d8 + 4) poison damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 15 **BREASTPLATE** **HIT POINTS** 97 (1308 + 39) **SPEED** 30 FT.

STR 15 (+2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 9 (-1)

BUGBEAR 200XP

SKILLS

Stealth +6, Survival +2

LANGUAGES

Common, Goblin

SENSES

Darkvision 60 ft., Passive Perception 10

SPECIAL TRAITS

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

"Hold head still, scum, so I can cut it off!"

ARMOR CLASS 16 **HIDE ARMOR, SHIELD** **HIT POINTS** 27 (5D8 + 5) **SPEED** 30 FT.

STR 14 (+2) **DEX** 11 (+0) **CON** 13 (+1) **INT** 1 (-5) **WIS** 3 (-4) **CHA** 1 (-5)

ANIMATED ARMOR 200XP

SENSES

Blindsight 60 ft.

(blind beyond this radius),

Passive Perception 6

DAMAGE IMMUNITIES

Poison, Psychic

CONDITION IMMUNITIES

Blinded, Charmed,

Deafened, Exhaustion,

Frightened, Paralyzed,

Petrified, Poisoned

SPECIAL TRAITS

Antimagic Susceptibility.

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

False Appearance.

While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack.

The armor makes two melee attacks.

Slam.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

ARMOR CLASS 18 **NATURAL ARMOR** **HIT POINTS** 33 (6D8 + 6) **SPEED** 25 FT.

STR 16 (+3) **DEX** 5 (-3) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

BLACK PUDDING 1,100XP

SENSES

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

DAMAGE IMMUNITIES

Acid, Cold, Lightning, Slashing

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

SPECIAL TRAITS

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

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

ARMOR CLASS 7 **HIT POINTS** 85 (10D10 + 30) **SPEED** 20 FT., CLIMB 20 FT.



CENTAUR

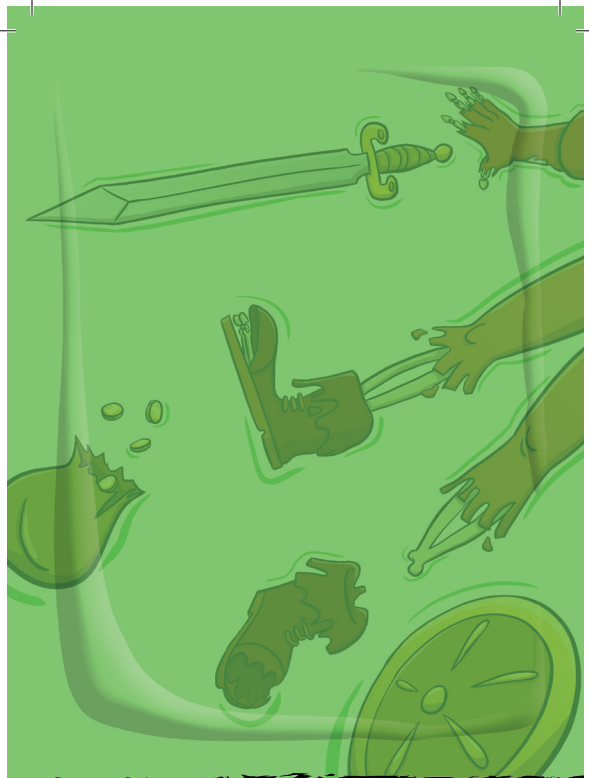
CR 2

LARGE MONSTROSITY, NEUTRAL GOOD

ART: JORDAN RICHER



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GELATINOUS CUBE

CR 2

LARGE OOZE, UNALIGNED

ART: JORDAN RICHER



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GIANT RAT

CR 1/8

SMALL BEAST, UNALIGNED

ART: JORDAN RICHER



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GIANT SPIDER

CR 1

LARGE BEAST, UNALIGNED

ART: JORDAN RICHER



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STR 14 (+2) **DEX** 3 (-4) **CON** 20 (+5) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

GELATINOUS CUBE 450XP

SENSES

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

CONDITION IMMUNITIES

Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

SPECIAL TRAITS

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

ARMOR CLASS 6 **HIT POINTS** 84 (8D10 +40) **SPEED** 15 FT.

STR 14 (+2) **DEX** 16 (+3) **CON** 12 (+1) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 4 (-3)

GIANT SPIDER 200XP

SENSES

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

SKILLS

Stealth +7

SPECIAL TRAITS

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 26 (4D10 + 4) **SPEED** 30 FT., CLIMB 30 FT.

STR 18 (+4) **DEX** 14 (+2) **CON** 14 (+2) **INT** 9 (-1) **WIS** 13 (+1) **CHA** 11 (+0)

CENTAUR 450XP

SENSES

Passive Perception 13

LANGUAGES

Elvish, Sylvan

SKILLS

Athletics +6, Perception +3, Survival +3

SPECIAL TRAITS

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

ARMOR CLASS 12 **HIT POINTS** 45 (6D10 + 12) **SPEED** 50 FT.

STR 7 (-2) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 4 (-3)

GIANT RAT 25XP

SENSES

Darkvision 60 ft., Passive Perception 10

SPECIAL TRAITS

Keen Smell.

The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics.

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

ACTIONS

Bite.

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

*They scabble and chitter,
looking for dinner-
eager for anything flesh or bone.*

ARMOR CLASS 12 **HIT POINTS** 7 (2D6) **SPEED** 30 FT.



GNOLL

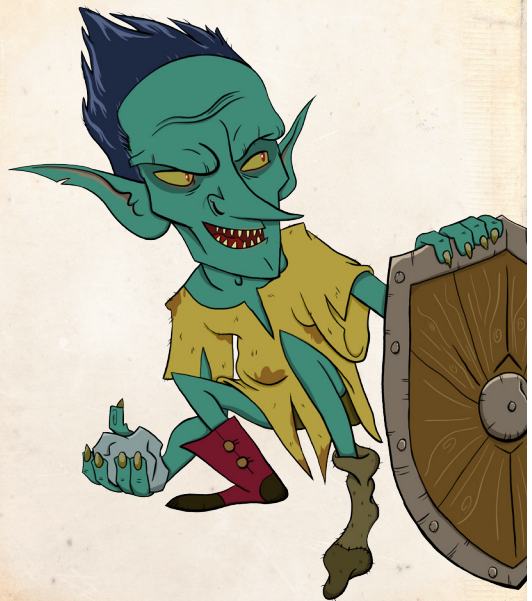
CR 1/2

MEDIUM HUMANOID (GNOLL), CHAOTIC EVIL

ART: JORDAN RICHER



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GOBLIN

CR 1/4

SMALL HUMANOID (GOBLINOID), NEUTRAL EVIL

ART: JORDAN RICHER



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HOBGOBLIN

CR 1/2

MEDIUM HUMANOID (GOBLINOID), LAWFUL EVIL

ART: JORDAN RICHER



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KOBOLD

CR 1/8

SMALL HUMANOID (KOBOLD), LAWFUL EVIL

ART: JORDAN RICHER



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

GOBLIN 50XP

SKILLS

Stealth +6

LANGUAGES

Common, Goblin

SENSES

Darkvision 60 ft.,
Passive Perception 9

SPECIAL TRAITS

Nimble Escape.

The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar.

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

Shortbow.

Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

"We're the heart and soul of this stinkin' operation! Of every operation, in fact."

ARMOR CLASS
15 LEATHER ARMOR, SHIELD

HIT POINTS
7 (2D6)

SPEED
30 FT.

STR 14 (+2) **DEX** 12 (+1) **CON** 11 (+0) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)

GNOLL 100XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Gnoll

SPECIAL TRAITS

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

A lean gnoll-esque physique can be achieved with a well-rounded diet of carrion, defeated enemies, and unsatisfactory slaves.

ARMOR CLASS
15 HIDE ARMOR, SHIELD

HIT POINTS
22 (5D8)

SPEED
30 FT.

STR 7 (-2) **DEX** 15 (+2) **CON** 9 (-1) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 8 (-1)

KOBOLD 25XP

SENSES

Darkvision 60 ft.,
Passive Perception 8

LANGUAGES

Common, Draconic

SPECIAL TRAITS

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

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

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

"Creep quietly and carry a big bomb... or battleaxe. Or morningstar. Warhammer. Whatever."

ARMOR CLASS
12

HIT POINTS
5 (2D6 - 2)

SPEED
30 FT.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 9 (-1)

HOBGOBLIN 100XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Common, Goblin

SPECIAL TRAITS

Martial Advantage.

Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword.

Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow.

Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Fighting and pillaging in the most organized way possible since, like, forever.

ARMOR CLASS
18 CHAIN MAIL, SHIELD

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.



LIZARDFOLK

CR 1/2

MEDIUM HUMANOID (LIZARDFOLK), NEUTRAL

ART: JORDAN RICHER



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MIMIC

CR 2

MEDIUM MONSTROSITY (SHAPECHANGER), NEUTRAL

ART: JORDAN RICHER



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OGRE

CR 2

LARGE GIANT, CHAOTIC EVIL

ART: JORDAN RICHER



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ORC

CR 1/2

MEDIUM HUMANOID (ORC), CHAOTIC EVIL

ART: JORDAN RICHER



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STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 5 (-3) **WIS** 13 (+1) **CHA** 8 (-1)

MIMIC 450XP

SKILLS

Stealth +5

SENSES

Darkvision 60 ft.,
Passive Perception 11

DAMAGE IMMUNITIES

Acid

CONDITION IMMUNITIES

Prone

SPECIAL TRAITS

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

ARMOR CLASS

12

HIT POINTS

58 (9d8 + 18)

SPEED

15 FT.

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

ORC 100XP

SKILLS

Intimidation +2

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Common, Orc

SPECIAL TRAITS

Aggressive.

As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Javelin.

Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

*Passionate in war,
and warlike in passion.*

ARMOR CLASS

13 HIDE ARMOR

HIT POINTS

15 (2d8 + 6)

SPEED

30 FT.

STR 15 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

LIZARDFOLK 100XP

SENSES

Passive Perception 13

LANGUAGES

Draconic

SKILLS

Perception +3,
Stealth +4,
Survival +5

SPECIAL TRAITS

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiaction. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

*"When it comes to food,
every day is 'cheat day' for lizardfolk."*

ARMOR CLASS

15 NATURAL ARMOR, SHIELD

HIT POINTS

22 (4d8 + 4)

SPEED

30 FT., SWIM 30 FT.

STR 19 (+4) **DEX** 8 (-1) **CON** 16 (+3) **INT** 5 (-3) **WIS** 7 (-2) **CHA** 7 (-2)

OGRE 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 8

LANGUAGES

Common, Giant

ACTIONS

Greataxe.

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

Javelin.

Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

"My sheep! My club! My loincloth!"

ARMOR CLASS

11 HIDE ARMOR

HIT POINTS

59 (7d10 + 21)

SPEED

40 FT.



OWLBEAR

CR 3

LARGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER



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PHASE SPIDER

CR 3

LARGE MONSTROSITY, UNALIGNED

ART: JORDAN RICHER



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RUST MONSTER

CR 1/2

MEDIUM MONSTROSITY, UNALIGNED

ART: JORDAN RICHER



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SKELETON

CR 1/4

MEDIUM UNDEAD, LAWFUL EVIL

ART: JORDAN RICHER



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STR 15 (+2) **DEX** 15 (+2) **CON** 12 (+1) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 6 (-2)

PHASE SPIDER 700XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

SKILLS

Stealth +6

SPECIAL TRAITS

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

*"Little Miss Muffet
sat on a tuffet, eating her curds and whey.
Along came a spider, who phased in beside her..."*

ARMOR CLASS

13 NATURAL ARMOR

HIT POINTS

32 (5D10 + 5)

SPEED

30 FT., CLIMB 30 FT.

STR 10 (+0) **DEX** 14 (+2) **CON** 15 (+2) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

SKELETON 50XP

SENSES

Darkvision 60 ft.,
Passive Perception 9

DAMAGE VULNERABILITIES

Bludgeoning

CONDITION IMMUNITIES

Exhaustion, Poisoned

LANGUAGES

Understands all languages it knew in life but can't speak

DAMAGE IMMUNITIES

Poison

ACTIONS

Shortsword.

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

Shortbow.

Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

*"Rise, minion, with power bestowed /
Go forth, eternal / To shake, rattle, and roll"*
-unpopular Necromancer's incantation

ARMOR CLASS

13 ARMOR SCRAPS

HIT POINTS

13 (2D8 + 4)

SPEED

30 FT.

STR 20 (+5) **DEX** 12 (+1) **CON** 17 (+3) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

OWLBEAR 700XP

SKILLS

Perception +3

SENSES

Darkvision 60 ft.,
Passive Perception 13

SPECIAL TRAITS

Keen Sight and Smell.

The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack.

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

Beak.

Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws.

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Kind of adorable, in a fatal way.

ARMOR CLASS

13 NATURAL ARMOR

HIT POINTS

59 (7D10 + 21)

SPEED

40 FT.

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

RUST MONSTER 100XP

SENSES

Darkvision 60 ft., Passive Perception 11

SPECIAL TRAITS

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

27 (5D8 + 5)

SPEED

40 FT.



ZOMBIE

CR **1/4**

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER



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ZOMBIE

CR **1/4**

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER



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GHOST

CR **4**

MEDIUM UNDEAD, ANY ALIGNMENT

ART: JORDAN RICHER



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GHOST (CONTINUED)

ART: JORDAN RICHER

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STR 13 (-1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

ZOMBIE 50XP

SENSES

Darkvision 60 ft.,
Passive Perception 8

SAVING THROWS

Wis +0

CONDITION IMMUNITIES

Poisoned

LANGUAGES

Understands all languages
it knew in life but
can't speak

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

Undead Fortitude.

If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

*Feeling brain-dead?
Don't worry, they don't mind...*

ARMOR CLASS

8

HIT POINTS

22 (3D8 + 9)

SPEED

20 FT.

ACTIONS

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

"An idea, like a ghost, must be spoken to a little before it will explain itself."

-Charles Dickens

STR 13 (-1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

ZOMBIE 50XP

SENSES

Darkvision 60 ft.,
Passive Perception 8

SAVING THROWS

Wis +0

CONDITION IMMUNITIES

Poisoned

LANGUAGES

Understands all languages
it knew in life but
can't speak

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

Undead Fortitude.

If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

*Feeling brain-dead?
Don't worry, they don't mind...*

ARMOR CLASS

8

HIT POINTS

22 (3D8 + 9)

SPEED

20 FT.

STR 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 17 (+3)

GHOST 1,100XP

SENSES

Darkvision 60 ft.,
Passive Perception 11

LANGUAGES

Any languages it
knew in life

DAMAGE IMMUNITIES

Cold, Necrotic, Poison

DAMAGE RESISTANCE

Acid, Fire, Lightning,
Thunder; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks

CONDITION IMMUNITIES

Charmed, Exhaustion,
Frightened, Grappled,
Paralyzed, Petrified,
Poisoned, Prone,
Restrained

SPECIAL TRAITS

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

ARMOR CLASS

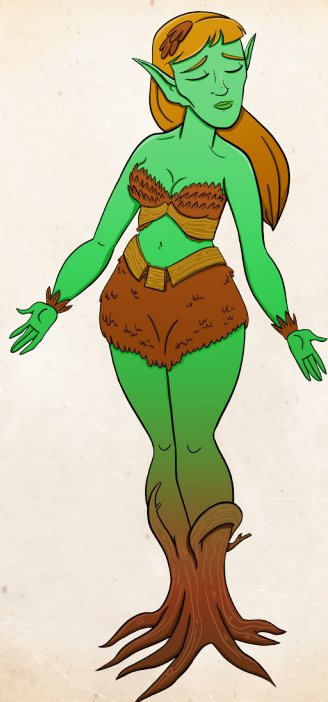
11

HIT POINTS

45 (10D8)

SPEED

0 FT., FLY 40 FT. (HOVER)



DRYAD

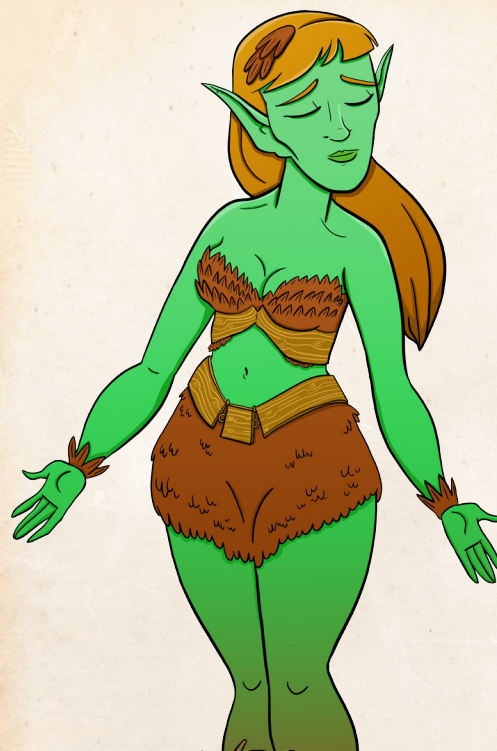
CR 1

MEDIUM FEY, NEUTRAL

ART: JORDAN RICHER



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DRYAD (CONTINUED)

ART: JORDAN RICHER

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LICH

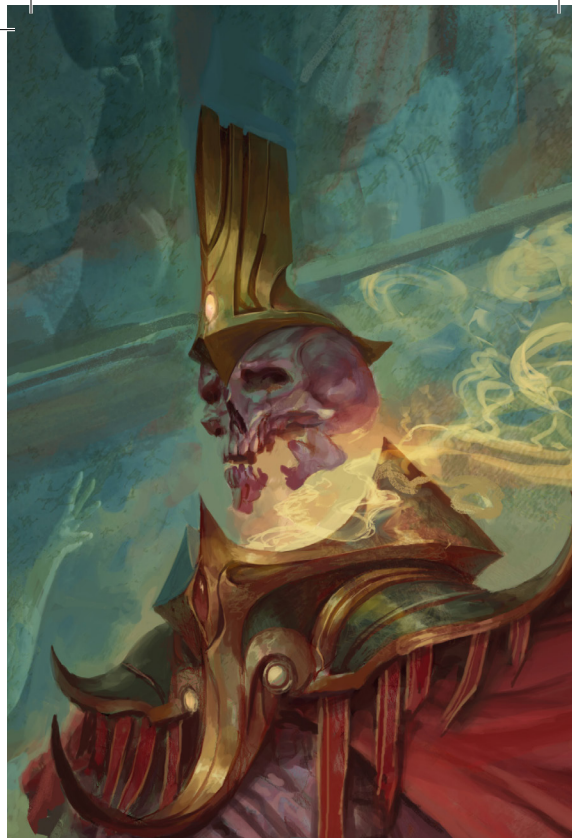
CR 21

MEDIUM UNDEAD, ANY EVIL ALIGNMENT

ART: PETER MOHRBACHER



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LICH (CONTINUED)

ART: PETER MOHRBACHER

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ACTIONS

Club. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

*Despite what Mother Nature told her
she was more of an Autumn.*

★

SPECIAL TRAITS

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

STR 10 (+0) **DEX** 12 (+1) **CON** 11 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 18 (+4)

DRYAD 200XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

SKILLS

Perception +4, Stealth +5

LANGUAGES

Elvish, Sylvan

SPECIAL TRAITS

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14).

The dryad can innately cast the following spells, requiring no material components:

<i>At will</i>	druidcraft
<i>3/day each</i>	entangle, goodberry
<i>1/day each</i>	barkskin, pass without trace, shillelagh

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ARMOR CLASS
11
16 WITH
BARKSKIN

HIT POINTS
22 (5D8)

SPEED
30 FT.

STR 11 (+0) **DEX** 16 (+3) **CON** 16 (+3) **INT** 20 (+5) **WIS** 14 (+2) **CHA** 16 (+3)

LICH 33,000XP

SAVING THROWS

Con +10, Int +12, Wis +9

DAMAGE RESISTANCES

Cold, Lightning, Necrotic

CONDITION IMMUNITIES

Charmed, Exhaustion,
Frightened, Paralyzed,
Poisoned

LANGUAGES

Common plus up to
five other languages

SKILLS

Arcana +18, History +12,
Insight +9, Perception +9

DAMAGE IMMUNITIES

Poison; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks

SENSES

Truesight 120 ft.,
Passive Perception 19

SPECIAL TRAITS

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

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

<i>Cantrips</i> (at will):	mage hand, prestidigitation, ray of frost
<i>1st level</i> (4 slots):	detect magic, magic missile, shield, thunderwave
<i>2nd level</i> (3 slots):	acid arrow, detect thoughts, invisibility, mirror image
<i>3rd level</i> (3 slots):	animate dead, counterspell, dispel magic, fireball
<i>4th level</i> (3 slots):	blight, dimension door
<i>5th level</i> (3 slots):	cloudkill, scrying
<i>6th level</i> (1 slot):	disintegrate, globe of invulnerability
<i>7th level</i> (1 slot):	finger of death, plane shift
<i>8th level</i> (1 slot):	dominate monster, power word stun
<i>9th level</i> (1 slot):	power word kill

ARMOR CLASS
17 NATURAL ARMOR

HIT POINTS
135 (18D8 + 54)

SPEED
30 FT.



TARRASQUE

CR **30**

GARGANTUAN MONSTROSITY (TITAN), UNALIGNED

ART: JASON ENGLE



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TARRASQUE (CONTINUED)

ART: JASON ENGLE

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TARRASQUE

CR **30**

GARGANTUAN MONSTROSITY (TITAN), UNALIGNED

ART: JASON ENGLE



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TARRASQUE (CONTINUED)

ART: JASON ENGLE

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ACTIONS

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

ACTIONS

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

STR 30 (+10) **DEX** 11 (+0) **CON** 30 (+10) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 11 (+0)

TARRASQUE 155,000XP

SAVING THROWS

Int +5, Wis +9, Cha +9

DAMAGE IMMUNITIES

Fire, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks

SENSES

Blindsight 120 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Charmed, Frightened,
Paralyzed, Poisoned

SPECIAL TRAITS

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

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

ARMOR CLASS

25 NATURAL ARMOR

HIT POINTS

676 (33D20 + 330)

SPEED

40 FT.

STR 30 (+10) **DEX** 11 (+0) **CON** 30 (+10) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 11 (+0)

TARRASQUE 155,000XP

SAVING THROWS

Int +5, Wis +9, Cha +9

DAMAGE IMMUNITIES

Fire, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks

SENSES

Blindsight 120 ft.,
Passive Perception 10

CONDITION IMMUNITIES

Charmed, Frightened,
Paralyzed, Poisoned

SPECIAL TRAITS

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

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

ARMOR CLASS

25 NATURAL ARMOR

HIT POINTS

676 (33D20 + 330)

SPEED

40 FT.



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Parody card names, statistics, abilities, spells, and all information found on all parody cards, including but not limited to, the following cards: Behind Flayer, Grey Booze, Build-An-Owlbear, Withholder, and Terry Askew.

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