

## 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

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### 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

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### 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

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|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| 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

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### 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

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### 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

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### 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

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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

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### 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

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|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| 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

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### ACTIONS

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